SCRIBE

Video Text Generator

OPERATOR MANUAL

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SCRIBE

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PART I

GENERAL DESCRIPTION

SECTION 1

INTRODUCTION

1.1 SCRIBE INTRODUCTION

SCRIBE is an ultra high-resolution video text generator that allows you to display your messages in the maximum resolution possible on a 525 or 625 line system. SCRIBE uses the same universally digitized typeface styles that are used by printing media to reproduce test with resolution approaching that of a high-quality video camera. Using the state-of-the-art technique of anti-aliasing, text is reproduced with the same subtleties of line, shape, and edge as metal-cast type used in letterpress printing.

1.1.1 TEXT

With SCRIBE, over 1500 typestyles are available to you, and these may be scaled from a minimum of 10 scanlines in height to a maximum of 400 scanlines in height. Scaling a typestyle has no effect on its resolution, since the anti-aliasing technique virtually eliminates the stair-stepping apparent in conventional text generators.

1.1.2 COLOR

SCRIBE provides a palette containing 16.7 million colors. Backgrounds may be composed using a different color on each scanline, while you may use up to 8 different multi-color character palettes with up to 31 colors each.

1.1.3 FEATURES

Standard Chyron features include four text edging styles, as well as an array of functions that help make SCRIBE the most sophisticated text generator yet developed. These functions include automatic character kerning, off-line entry capability (option), and automatic system diagnostics. The SCRIBE system is readily expandable, and many future options will become available.

1.2 BASIC SCRIBE SYSTEM COMPONENTS

The basic SCRIBE system includes the following components:

1.2.1 MAIN ELECTRONICS CHASSIS

- CPU
- Bipolar Microprocessor
- Font Memory Circuitry
- Dual Frame Buffer
- Palette and Anti-alias Control
- Disk Controller
- Keyboard Interface
- Sync Generator with Genlocking Capability
- Video Encoder with Soft Keyer/Fader
- Power Supplies
- 20 Mbyte Winchester Hard Disk
- 1.2 Mbyte Floppy Disk Drive
- Card-cage Extender Board (option)

1.2.2 ALPHANUMERIC KEYBOARD

The keyboard used by the SCRIBE system is an alphanumeric keyboard with a daisy-chain interface. This enables several keyboards in different locations to be used with the same SCRIBE system. Keyboards also contain a separate address keypad and LED address readout. Each keyboard uses 115 VAC/60 Hz (220 VAC/50 Hz optional) and has an internal fuse.

1.3 SCRIBE INPUTS

- Power: 115 VAC/60 Hz (230 VAC/50 Hz optional)
- Text/Commands Input: A/N Keyboard
- Video: composite (NTSC; PAL optional) video, 1v P - P, input program video (alternate genlock signal)

1.4 SCRIBE OUTPUTS

The SCRIBE system has the following outputs:

- Encoded video (2 outputs). Available formats: NTSC, PAL, or PAL-M.
- Key (for encoded output)
- Color Edit (encoded video output plus cursor and safe title markers)
- Prompts (black & white text prompts appear on a separate channel)
- Preview Video (SCRIBE over program video)
- Program Video (Keyer output)
- RGB component-video outputs (optional)
- Preview Channel Video

1.5 SCRIBE DIMENSIONS

1.5.1 MAIN CHASSIS:

Height:	19-1/4 inches
Width:	19 inches
Depth:	22 inches

1.5.2 KEYBOARD

Height:	4-3/4 inches
Width:	21-1/4 inches
Depth:	11-3/4 inches

1.6 SYSTEM POWER CONSUMPTION

Main Chassis:	900 watts maximum.
Keyboard:	125 watts maximum.

1.7 AVAILABLE OPTIONS

The following options are available for the SCRIBE system:

1.7.1 MEMORY EXPANSION

The font memory is expandable to 2 Mbytes in 512 kbyte increments as a factory option. Additional disk drives (hard disks or floppy disks) may be used in any combination up to 10 units. The internal hard disk may be supplemented with a 140 Mbyte external unit that includes cartridge tape backup capability. For more information about these options, contact your sales representative.

1.7.2 ADDITIONAL KEYBOARDS

Additional keyboards may be added to the system so that a single system may be operated from several different locations.

1.7.3 FLOATING POINT CO-PROCESSOR

The floating-point co-processor is an add-on device option that increases the speed of the Font Utility Programs.

1.7.4 PREVIEW OPTION

The Preview Option provides a separate off-line composing channel for the SCRIBE. The Preview channel is not anti-aliased, and is not intended for broadcast.

1.7.5 LOGO COMPOSE OPTION

The Logo Compose option is a hardware/software add-on that enables the operator to compose custom logos for use in Message Compose. Composed logos may be converted using Advanced Font Create Utility to provide fully anti-aliased logos.

1.7.6 ADVANCED FONT CREATE UTILITY

The Advanced Font Create Utility is a software option which provides all Font Utility functions plus 3D modeling and word compose.

1.8 DISPLAY CHARACTERISTICS

1.8.1 DISPLAY AREA

63 characters per row maximum
24 rows per page maximum

1.8.2 RESOLUTION

The SCRIBE system uses custom master fonts with 8k x 8k resolution. The system uses 16 levels of anti-aliasing to provide "print quality" resolution, with no stairstepping.

1.8.3 FONTS

SCRIBE allows you to use up to eight fonts per display. Over 1500 master fonts are available, which may be sized from 10 to 400 scanlines in height. All fonts have custom kerning tables to support between 200 and 1200 character combinations, depending on font style and size. Fonts may be custom shaded or "metalized", italicized, and/or rotated along the x, y, and z axes (option). International characters are standard with all master fonts, but an optional international keyboard is available.

1.8.4 COLORS

The SCRIBE system offers a palette containing 16.7 million colors. Up to eight edge colors may be used on a screen, and a different palette color can be used for each 1-scanline background line. In addition, up to eight 31-color multicolor palettes are available.

1.8.5 CHARACTER EDGE

Four edge styles are available, with thicknesses ranging from 1 to 100 scanlines. These edge types are: No edge, Border, Offset, and Drop Shadow. Up to eight different edge colors can be used on any screen, and edge style and color are selectable on a per-character basis.

1.8.6 SCREEN INDICATORS

A preview channel provides a cursor/safe-title marker overlay. Tab settings and safe-title markers are operator adjustable. Full-screen menu prompts are available on a separate monitor output.

1.9 OPERATING CHARACTERISTICS

1.9.1 PLAYBACK MODES

- Read from Cursor Position
- Read Next (buffered read)
- Roll and Crawl (10 speeds)
- Timed Roll
- Slow Reveal (10 speeds)

1.9.2 KEYBOARD CONTROLS

- Full complement alphanumeric keyboard
- Auto-repeat on alphanumeric keys
- 94 character keys
- 10-key address keypad
- Font select keys
- Color select keys
- Cursor control keys
- Text editing keys
- Function keys

SECTION 2

SCRIBE INSTALLATION

2.1 INTRODUCTION

This section contains instructions for installing SCRIBE in your studio environment. The installer should have a knowledge of basic studio set-up before proceeding.

2.2 UNPACKING THE SYSTEM

The SCRIBE system is shipped in three cartons; one contains the SCRIBE mainframe, one contains the keyboard console, and the third contains documentation and logics. Unpack the system as follows:

1. Remove and retain packing lists from sides or cartons.

2. Open cartons as indicated on "THIS SIDE UP".

NOTE

> You should store all packing material in case it is needed for future shipments.

3. Remove all packing materials from cartons, being careful not to damage system components.

4. Remove all components and accessory material, and check against packing list. If you discover anything damaged, contact the shipping firm and file a damaged-material claim. If there are any components or accessories missing, immediately contact the Chyron Customer Service Department and report the missing items.

2.3 RESHIPMENT

If it is ever necessary to reship the SCRIBE system, we recommend that the original packing material be used. Note that you must contact the Chyron Customer Service Department and obtain a Material Return

Authorization (MRA). Also, the shipping containers should be marked in accordance with the directions on the MRA form.

2.4 SYSTEM INTERCONNECTIONS

All inputs and outputs for the SCRIBE system are made to and from connectors on the rear panel (backplane) of the SCRIBE mainframe (Figure 2-1).

2.4.1 VIDEO INPUTS

- PROGRAM IN is the source video from the studio, tape machine, etc., that the SCRIBE is to generate text over. this input is used as a timing reference in the factory configuration.

- REFERENCE IN is normally unconnected when the SCRIBE is shipped. Usually, J20 (REF VIDEO) on the Encoder Board is connected to J3 on the Analog Transition Board, which feeds the signal to the Sync Generator Board. In this configuration, the SCRIBE uses the PROGRAM IN signal to generate its own internal reference. Many broadcast stations and edit facilities use a reference signal, such as black burst, as a genlock source to ensure all equipment is in synchronization.

  Refer to Paragraph 2.7, System Setup and Adjustments, for the procedure for changing the reference video setup.

2.4.2 VIDEO OUTPUTS

- ENCODER OUTPUTS involve the encoder section of the Encoder board.

2.4.2.1 Color Edit. COLOR EDIT shows SCRIBE generated characters and backgrounds, along with the safe title area marker and cursor/tab markings. It is useful for operators to monitor this output for use as a guide which creating graphics.

- VIDEO1 and VIDEO2 are similar to COLOR EDIT, but do not carry the safe title boundaries or cursor/tab markings. These outputs are generally used for upstream configurations.

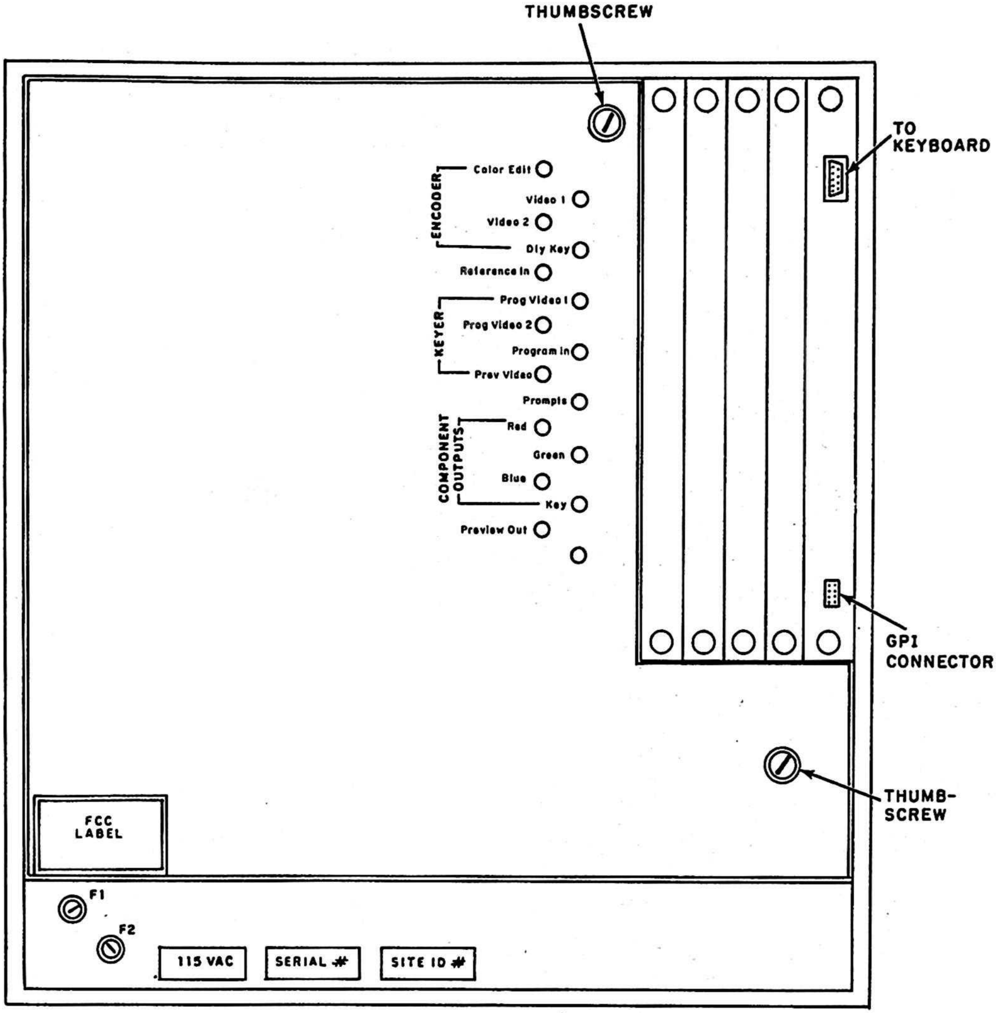

THUMBSCREW
TO KEYBOARD
ENCODER
Color Edit
Video 1
Video 2
Dly Key
Reference In
KEYER
Prog Video 1
Prog Video 2
Program In
Prev Video
Prompts
COMPONENT OUTPUTS
Red
Green
Blue
Key
Preview Out
GPI CONNECTOR
THUMB-SCREW
FCC LABEL
F1
F2
115 VAC
SERIAL #
SITE ID #

Figure 2-1. SCRIBE Mainframe, Rear Panel

- DLY KEY (delayed key) is the KEY signal timed to VIDEO1 and VIDEO2 outputs. Note that this is an analog key and is meant to operate in conjunction with a linear type keyer.

2.4.2.2 **Keyer Outputs.** Keyer outputs involve the mixer section of the Encoder Board.

- PROG VIDEO 1 and PROG VIDEO 2 are the outputs of the SCRIBE keyer. These outputs will show SCRIBE characters keyed over PROGRAM IN. INSERT ON/OFF and FADE controls the keying process.

  A bypass relay will route PROGRAM IN to VIDEO1 in the case of a power failure.

- PREV VIDEO is similar to PROG VIDEO 1 and PROG VIDEO 2 except that SCRIBE is always keyed over PROGRAM, regardless of INSERT conditions.

2.4.2.3 **Prompts.** The PROMPTS output displays commands and user information (such as font specifications, current operating modes, and system prompts) for use while operating the SCRIBE system. This output should be connected to a separate black & white monitor during operation.

2.4.2.4 **Other Outputs.** These outputs include the optional PREVIEW and RGB component video outputs.

- PREVIEW is used for optional separate output preview channel, providing non-anti-aliased SCRIBE text and backgrounds.

- RED provides "RED" component output in systems fitted with the RGB component video option.

- GREEN provides "GREEN" component output in systems fitted with the RGB component video option. Also, the component SYNC signal is mixed into the GREEN output.

- BLUE provides "BLUE" output in systems fitted with the RGB component video option.

KEY provides a key signal, timed to the RGB component video option outputs.

Refer to Figure 2-2 (SCRIBE Hook-Up Diagram) for more information.

2.5 SCRIBE PHYSICAL INSTALLATION

2.5.1 MAINFRAME

The SCRIBE mainframe is designed for rack-mount installation. The mainframe must be securely mounted in a standard 19" equipment rack. The mounting location must have adequate ventilation, and the location must be free of vibration. The SCRIBE mainframe is powered by 115 VAC/60 Hz and requires 8A. (optional: 230 VAC/50 Hz, 4A) Refer to Figure 2-1, SCRIBE Mainframe, Rear Panel.

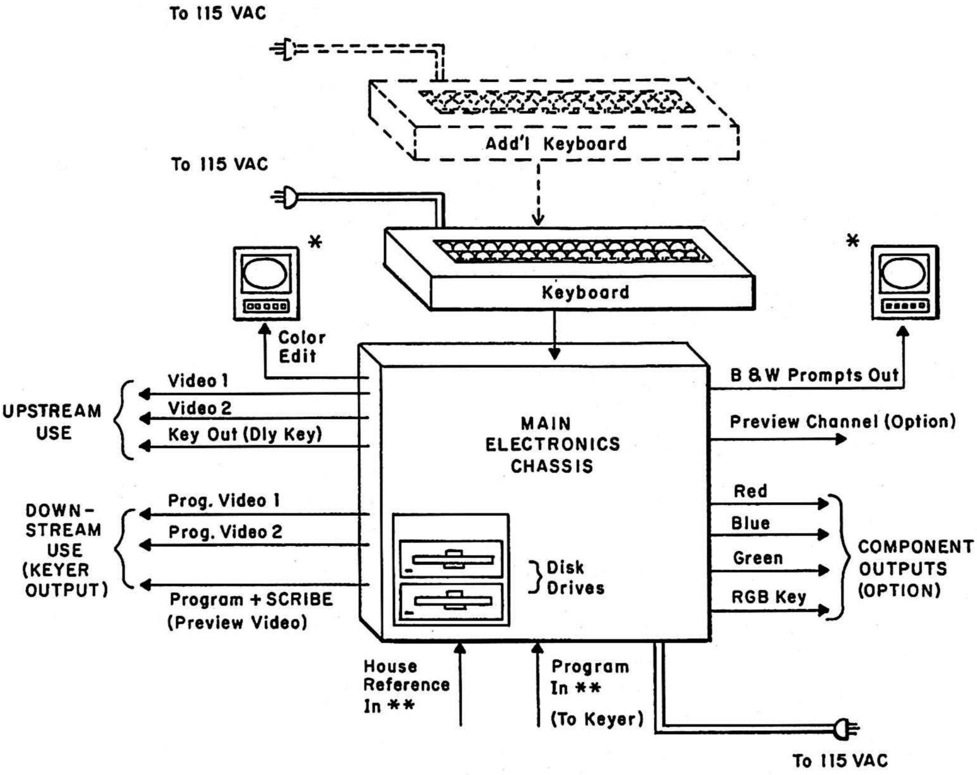
2.5.2 KEYBOARD

The keyboard console is a table-top device that connects to the mainframe through a four-wire cable with locking connectors. The keyboard may be remoted up to 1000 feet away from the mainframe, and additional keyboards may be added to the system if necessary. Each keyboard contains its own power supply, and is powered by 115 VAC/60 Hz, 1A (optional: 230 VAC/50 Hz, 0.5A).

2.5.3 GPI

The GPI (General-Purpose Interface) connector allows you to externally control SCRIBE functions that are stored under Function Keys F9 and F10 (for more information about the Function Keys, refer to Part III, paragraph 7.5.22.

When GPI pins 1 and 2 are connected (using a pushbutton switch or relay closure), the function stored under Function Key F9 is executed. When GPI pins 3 and 4 are connected, the function stored under Function Key F10 is executed. A typical application for the GPI would be to store a read-next command under either F9 or F10. Then, a pushbutton switch would be used by an operator to perform read-next operations on cue. Since any sequence of keystrokes can be stored under a function key, there is no limit to the possibilities of the GPI function.


To 115 VAC
Add'l Keyboard
To 115 VAC
*
Keyboard
*
Color Edit
Video 1
Video 2
Key Out (Dly Key)
UPSTREAM USE
B & W Prompts Out
Preview Channel (Option)
MAIN ELECTRONICS CHASSIS
DOWN-STREAM USE (KEYER OUTPUT)
Prog. Video 1
Prog. Video 2
Program + SCRIBE (Preview Video)
Disk Drives
Red
Blue
Green
RGB Key
COMPONENT OUTPUTS (OPTION)
House Reference In **
Program In ** (To Keyer)
To 115 VAC

* Video Monitors Are Supplied By User

** Jumper option allows PROGRAM IN or REFERENCE IN to be used as reference source.

Figure 2-2. SCRIBE Hook-Up Diagram

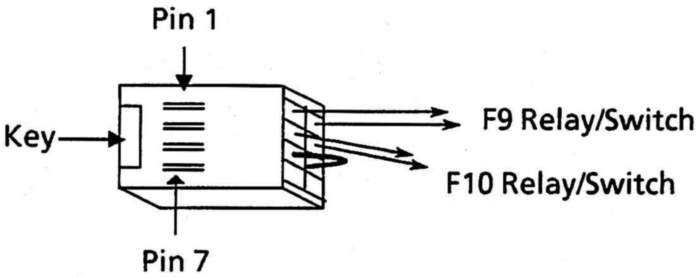
The only requirements of this function are that the contact closures remain closed for at least 80 ms, and that successive contact closures are spaced at least 80 ms apart to allow for debouncing.

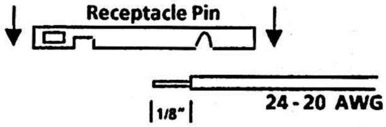
2.5.4 GPI CONNECTOR ASSEMBLY

The parts for assembling the GPI connector are supplied with your SCRIBE system. A crimping tool (AMP #90202-2 or equivalent) and 24-20 AWG stranded wire is required to complete this procedure.

1: Strip about 1/8-inch of insulation from one end of each of the four wires that are to be used in connecting the SCRIBE to the switch or relay closures. Then, crimp the Receptacle Pins onto the wire ends.

2: Insert the wire ends with pins carefully into the Contact Housing, as shown below. Make sure the pins lock into the housing. Remember that Pins 1 and 2 are used to activate function key F9, and Pins 3 and 4 are used to activate function key F10.

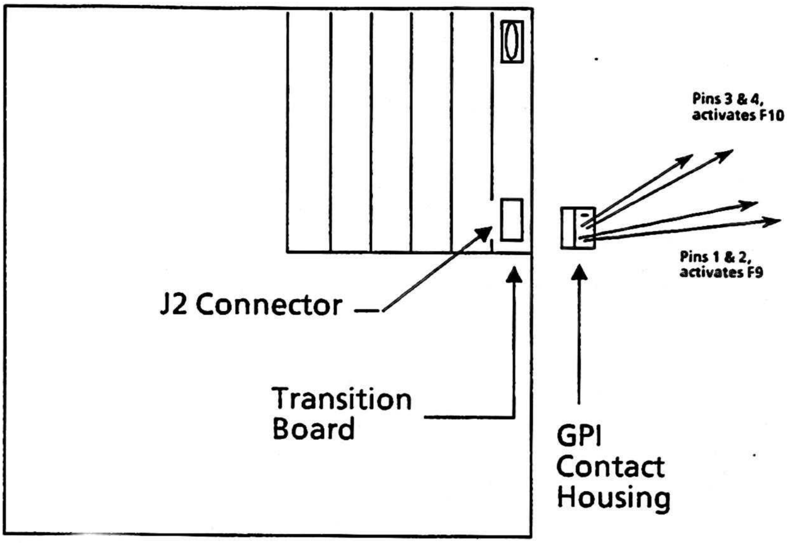




3: Cut one 3-inch length of the same wire as used in Step 2, and strip 1/8" of insulation off each end. Crimp one Receptacle Pin onto each end of this wire.

4: Insert these pins between Pins 5 and 6 of the GPI Contact Housing. Although these pins are not used, they help secure the GPI Contact Housing in its mating connector on the SCRIBE rear panel.

5: Insert the completed GPI Contact Housing into the J2 connector on the SCRIBE Transition Board on the rear panel as shown here. Be sure to observe the key orientation of the GPI Contact Housing.


Pins 3 & 4,
activates F10
Pins 1 & 2,
activates F9
J2 Connector
Transition Board
GPI Contact Housing

2.6 SCRIBE SETUP AND ADJUSTMENTS

There are several video adjustments and configuration selections that are available to the user. The adjustments must be performed to ensure maximum video quality. The configuration selections involve selecting either REFERENCE IN or PROGRAM IN as the reference source for the SCRIBE. (As shipped, the SCRIBE uses PROGRAM IN as its reference source, and REFERENCE IN is not connected.)

2.6.1 REFERENCE SOURCE SELECTION

As shipped, the SCRIBE uses PROGRAM IN as its reference source. However, there are some applications that require the SCRIBE to use REFERENCE IN as the reference source, rather than PROGRAM IN.

NOTE

> To ensure an optimal display from SCRIBE units configured for use in a PAL broadcast system, an external reference signal should always be used.
>
> While the SCRIBE unit has an internal sync generator, it does not include a PAL 25Hz offset. The inclusion of the sync generator in the SCRIBE unit is intended to allow for the timing of the SCRIBE unit to the reference signal only. When used in a stand-alone mode (no external reference signal), the video output may appear to have some chroma crawl. Connection of an external reference signal will eliminate this condition.

In the PROGRAM IN reference configuration, J20 on the Encoder Board (REF VIDEO) is connected to P3 on the Analog Transition Board (see Figure 2-3 "A"). To use REFERENCE IN as the SCRIBE reference source, you must disconnect J20 and P3, and then connect the REFERENCE IN backplane connector to P3 (shown in Figure 2-3 "B").

The Encoder Board is located on the inside rear door of the SCRIBE chassis; the Analog Transition Board is located on the lower left of the backplane interconnect board. Both locations are shown in Figure 2-4.

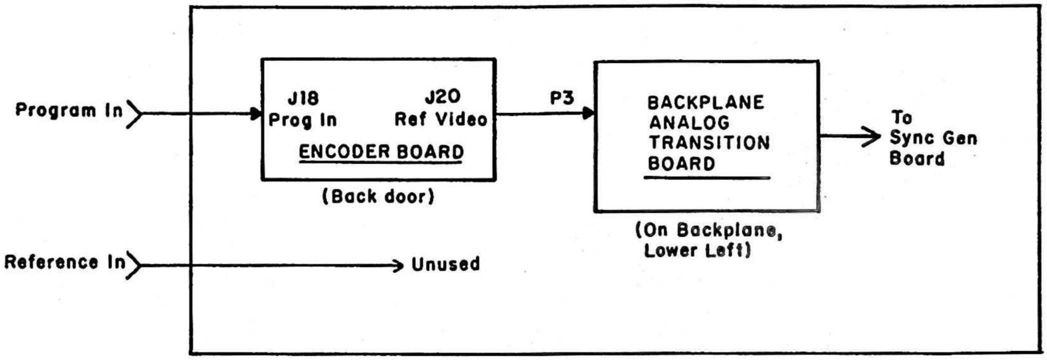

Program In
J18
Prog In
J20
Ref Video
ENCODER BOARD
(Back door)
P3
BACKPLANE
ANALOG
TRANSITION
BOARD
(On Backplane,
Lower Left)
To
Sync Gen
Board
Reference In
Unused

Figure 2-3 "A". Normal (Program In as reference) Operation

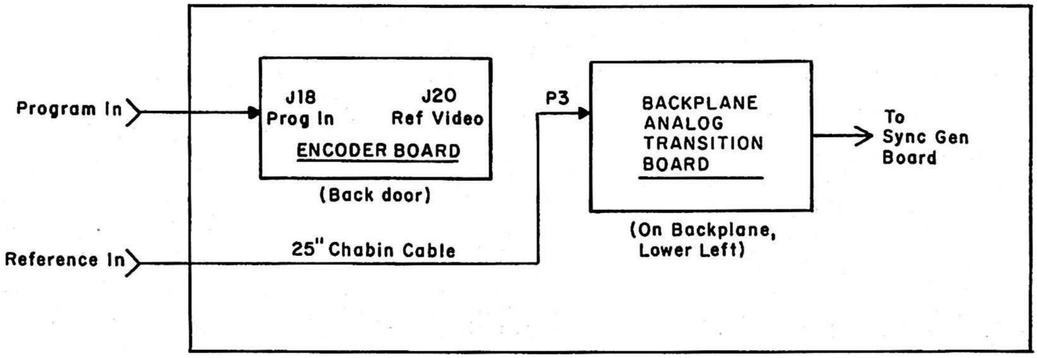

Program In
J18
Prog In
J20
Ref Video
ENCODER BOARD
(Back door)
P3
BACKPLANE
ANALOG
TRANSITION
BOARD
(On Backplane,
Lower Left)
To
Sync Gen
Board
Reference In
25" Chabin Cable

Figure 2-3 "B". Reference Input Operation

To enable the SCRIBE to use REFERENCE IN:

1. Disconnect A.C. power to the SCRIBE.
2. Open the back door of the SCRIBE by turning the thumbscrews counterclockwise. Note the locations of the Encoder Board and the Analog Transition Board (refer to Figure 2-4).
3. Locate the green "Chabin" cable linking J20 on the Encoder Board with P3 on the Analog Transition Board. Disconnect this cable.
4. Using a 25-inch "Chabin" cable, connect the REFERENCE IN back panel connection to P3 on the Analog Transition Board.

NOTE

On later SCRIBE Encoder Boards, reference source selection is different. For later Encoder Boards, reference source selection is made by repositioning a shunt assembly at J26. To select PROGRAM IN as reference, attach the shunt between pins 1 and 2. To select a separate reference source, attach the shunt between pins 2 and 3.

5. Check the work area for any tools or other foreign material, then close the chassis rear door. Secure the door by rotating the thumbscrews clockwise.
6. Reconnect A.C. Power.

The SCRIBE is now configured to use REFERENCE IN as its internal reference source.

2.6.2 USER VIDEO ADJUSTMENTS

There are several video adjustments available to the user in order to ensure maximum video quality. These adjustments are located on the front panel of the Sync Generator Board, which can be reached by opening the SCRIBE front panel. Refer to Figure 2-5 for the locations of these adjustments.

2.6.2.1 R6, Chroma Frequency. R6 adjusts the frequency of the chroma subcarrier when the system is operating stand-alone.

2.6.2.2 R7, H-Phase. R7 adjusts H-phase in respect to the subcarrier of the signal while in stand-alone, and can be used to calibrate the SCRIBE to RS-170A.

When the SCRIBE is genlocked to an external video signal, R7 adjusts the H-phase of the SCRIBE to the H-phase of the incoming video.

2.6.2.3 R15, Fine Chroma Phase. R15 is used for fine adjustment of chroma phase of SCRIBE video with respect to the genlock source.

2.6.2.4 R20, Vertical Phase. R20 is used to adjust the phase of the SCRIBE to the V-phase of the incoming video signal.

2.6.2.5 R21, Burst Position. R21 is used to adjust the position of the burst phase with respect to picture blanking start/end.

2.6.2.6 R22, Burst Width. R22 adjusts the duration of the burst signal, which should be nine cycles of SC from +20 IRE to -20 IRE.

2.6.2.7 S1 - 1, White Enable. S1 is a four-bank DIP switch, in which switch #1 is used for white enable. When S1 - 1 is on, it sets white level at 100 IRE. When off, this switch sets white level at 77 IRE. The SCRIBE is shipped with S1 - 1 in the off position.

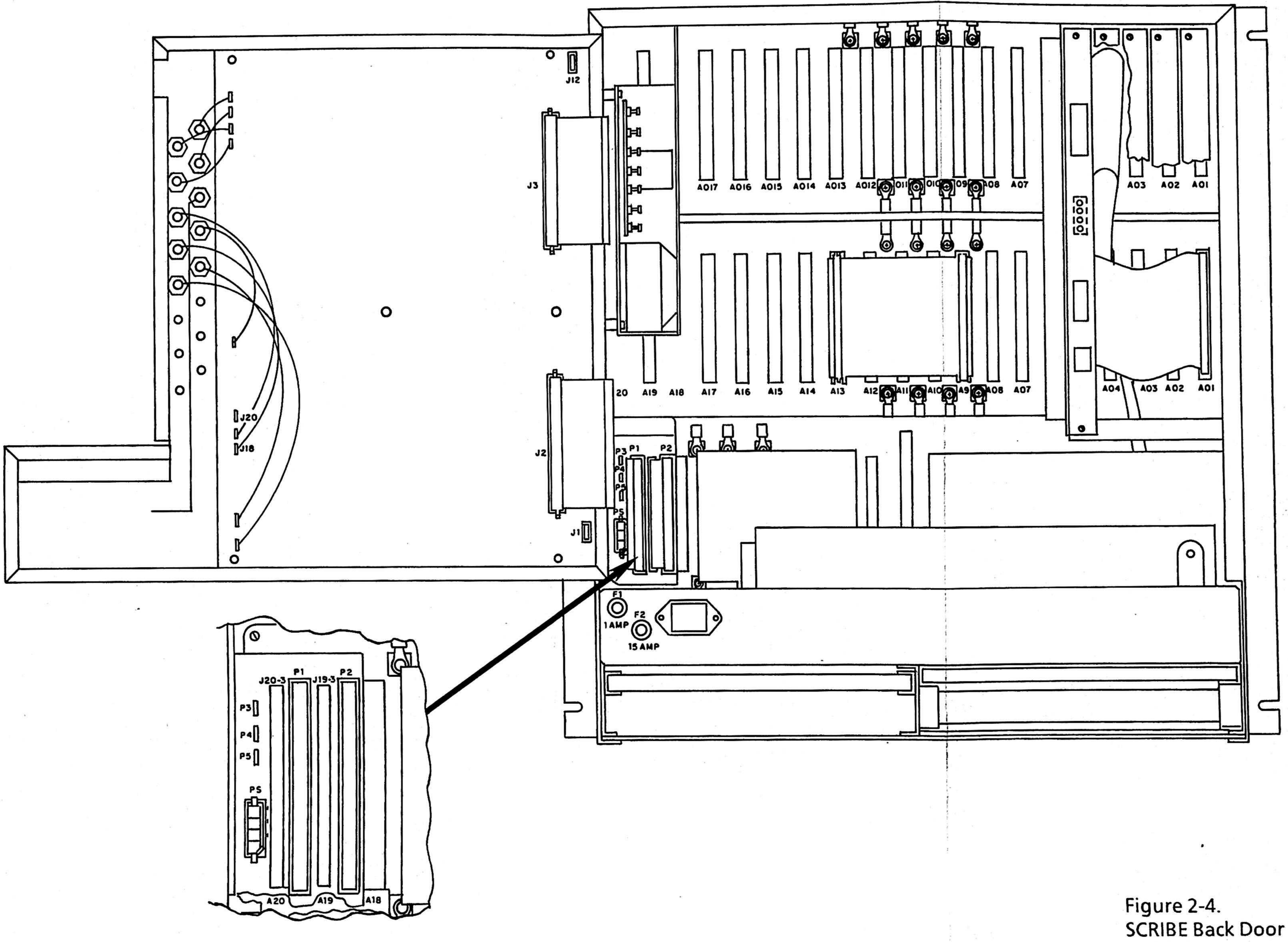

J12
J3
J2
J1
J20
J18
A017
A016
A015
A014
A013
A012
O11
O10
O9
A08
A07
A03
A02
A01
20
A19
A18
A17
A16
A15
A14
A13
A12
A11
A10
A9
A08
A07
A04
A03
A02
A01
P3
P4
P5
PS
P1
P2
F1
1 AMP
F2
15 AMP
J20-3
P1
J19-3
P2
P3
P4
P5
PS
A20
A19
A18

Figure 2-4.
SCRIBE Back Door
and Backplane

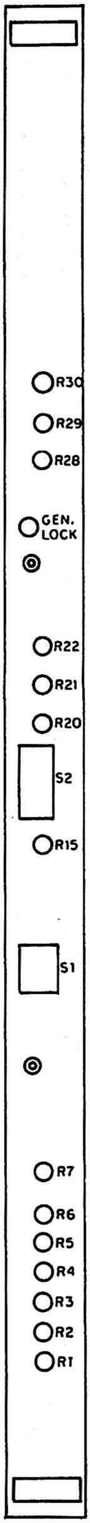

R30
R29
R28
GEN.
LOCK
R22
R21
R20
S2
R15
S1
R7
R6
R5
R4
R3
R2
R1

Figure 2-5. Sync. Generator Board, Adjustment Locations

2.6.2.8 **S1 - 2, Luma Notch Disable.** S1 - 2 is used to enable or disable the SCRIBE luminance notch filter. When on, this switch disables the luma notch filter. When this switch is off, the luma notch filter is enabled. The SCRIBE is shipped with S1 - 2 in the off position.

2.6.2.9 **S1 - 3, Chroma Disable.** S1 - 3 is used to enable or disable subcarrier so that the SCRIBE displays either monochrome or color. When S1 - 3 is in the on position, subcarrier is disabled, and the SCRIBE displays monochrome only. When this switch is in the off position, subcarrier is enabled and the SCRIBE is in full color operation. The SCRIBE is shipped with S1 - 3 in the off position.

2.6.2.10 **S1 - 4.** S1 - 4 is not currently used.

2.6.2.11 **S2, Coarse Chroma Phase.** S2 is a 10-position rotary switch used for coarse adjustment of the chroma phase of SCRIBE-generated video with respect to the genlock source.

2.6.2.12 **J5 (On Encoder Board), Sync Timing.** J5 is a nine-position jumper located on the Encoder board (located on the inside rear door of the SCRIBE --- shown in Figure 2-4). J5 is used to move the position on sync in relation to blanking.

SECTION 3

GETTING STARTED ON SCRIBE

3.1 INTRODUCTION

This section contains instructions for getting started on the SCRIBE system. The material only assumes a general knowledge of character generators on the part of the operator, and that the SCRIBE system is properly installed in your studio.

3.2 BEFORE POWERING UP THE SYSTEM

At least two monitors should be connected to the SCRIBE system. A color monitor should be connected to the COLOR EDIT channel, and a black-and-white monitor should be connected to the PROMPTS channel.

Each SCRIBE unit has a discardable cardboard insert located in the floppy disk drive. This insert is used to protect the heads and internal mechanisms of the disk drive. Before powering up the system, remove the cardboard insert by grasping it and pulling it straight out of the drive. Save the insert along with the rest of the unit's shipping material in case you ever need to ship the unit again.

Check to make sure that there are fuses in fuseholders F1 and F2 on the SCRIBE rear panel. If one or both of the fuses are missing or damaged, replace them as follows: F1 is 1A/250V; F2 is 15A/250V. In order to protect your equipment, do not use any other fuses than those specified.

Check to make sure the power cords are securely connected to both the SCRIBE rear panel and the keyboard console rear panel, and that both power cords are connected to the proper receptacles.

3.3 POWERING UP THE SCRIBE SYSTEM

The black & white prompts monitor and the color monitor should be connected and powered on. Locate the power switch on the left side of the keyboard console rear panel. Move this switch to the "ON" position. Next, locate the power switch on the front panel of the SCRIBE mainframe. Move this switch to the "1" (on) position.

3.3.1 POWER-UP DIAGNOSTICS

After the SCRIBE keyboard and mainframe are powered on, the system automatically enters the Power-Up Diagnostics. (If there is a program video input to the SCRIBE, this will be routed through the system and will appear on the color monitor. If there is no program video input, a random display will appear on the color monitor.) The information in the following menu (Figure 3-1) reveals the tests and test results as they are run.

```
                 POWER-UP DIAGNOSTICS                         11:55:01

CPU RAMTEST               (512k)                              PASSED
(FLOATING POINT PROCESSOR TEST      [OPTIONAL!]               PASSED
FONT MEMORY TEST (PARITY)       1       512k                  PASSED
DISPLAY BOARD TEST                                            PASSED
BMPU BOARD                                                    PASSED
REAL-TIME CLOCK DATA OK†                              (date)/(time)
FRAME BUFFER A MEMORY TEST              525*                  PASSED
FRAME BUFFER B MEMORY TEST              525*                  PASSED
FRAME BUFFER C MEMORY TEST              525*                  PASSED
FRAME BUFFER D MEMORY TEST              525*                  PASSED

   Loading Operating System

* 625 for 625-line systems
† The real-time clock may have to be set.
```

Figure 3-1. Power-Up Diagnostics Menu

The diagnostics take about four minutes to complete. After these diagnostics, the prompts monitor screen is erased, and the SCRIBE loads its operating system. *If you don't want to wait for the power-up diagnostics to be completed:*

- Wait until after the CPU RAMTEST, the F.P. PROCESSOR TEST, and the FONT MEMORY TEST are completed. If you abort the diagnostics before these tests are completed, incorrect sizing of the font memory may result.

- Press the MODE SELCT key (located on the keyboard console, upper-left corner).

The SCRIBE will skip the remaining diagnostics and proceed with loading the operating system.

3.3.2 SETTING/CHANGING THE REAL-TIME CLOCK

Real-time clock display is provided for the operator's convenience, as well as providing a time stamp during the disk initialization process and can be used as an entry into the error log directory.

The 24-hour real-time clock display appears in the upper-right portion of the prompt monitor. The operator can also turn off the clock display if necessary. The clock keeps running even when the SCRIBE is powered off because of the presence of lithium batteries on the CPU board. Thus, it is not necessary to reset the time.

The following procedure can be used to change the time or turn off the display:

1. When the diagnostics are running, press the CHNG key.

   DO YOU WISH TO SEE CURRENT CLOCK?
   (ENTER Y OR N)

2. Enter "Y" to display the current settings of the clock.

   DO YOU WISH TO REPROGRAM THE REAL-TIME CLOCK?
   (ENTER Y OR N)

3. Enter "Y" again if you want to change the time or date of the current setting.

   DO YOU WISH TO HAVE THE CLOCK DISPLAYED?
   (ENTER Y OR N)

4. Enter "Y" again if you want to see the clock display on the prompt monitor, or enter "N" if you do not want the display. The system will remember this setting even when you power the machine off.

   ENTER DATE AS MM/DD/YY

5. You now type the date in this format. If today is July 1, 1987, you would enter 07/01/87.

   ENTER TIME AS HH:MM:SS

6. You now type the time in this format. Remember this is a 24-hour clock setting; thus midnight to 1 a.m. would be entered as 00-hour. Likewise, the hours past 1 p.m. would be 13:00, etc. Therefore, 2:15 in the afternoon would be entered as 14:15:00.

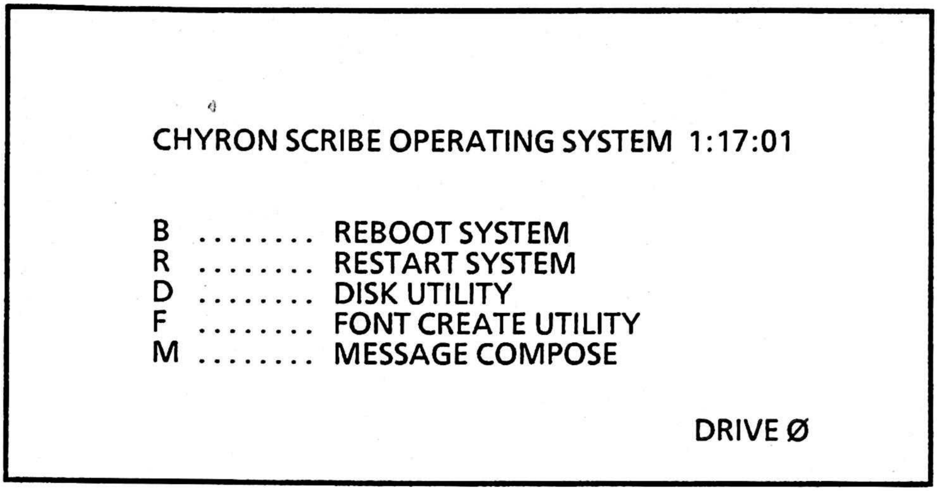
   IS THE CLOCK CORRECT? Y OR N

7. If the entered values are correct, press the "Y" key and the clock displays the time you entered. If you miscalculated, press the "N" key to repeat your entry.

3.3.3 SCRIBE OPERATING SYSTEM

The SCRIBE operating system will load automatically after the power-up diagnostics are either terminated or completed successfully. Figure 3-2 shows the Operating System Menu.

The various commands are available through direct keystrokes on the keyboard console. These commands will be described in detail in Part II of this manual.



```
CHYRON SCRIBE OPERATING SYSTEM  1:17:01

B ........ REBOOT SYSTEM
R ........ RESTART SYSTEM
D ........ DISK UTILITY
F ........ FONT CREATE UTILITY
M ........ MESSAGE COMPOSE

                              DRIVE 0
```

Figure 3-2. Operating System Menu

The "Drive: 0" line shows the active disk drive. The SCRIBE powers up with Drive 0 selected.

The loading procedure executes as follows after power-up:

The system first tries to read the operating system program from the location identified as Drive 1. If there is a floppy disk with an operating system in Drive 1, the system will load the operating system from the floppy disk. If no disk is in the drive or the floppy does not have an operating system program on it, the system will automatically select the hard disk to load in the operating system. If for some reason this cannot happen, then the system reselects the floppy drive and the procedure repeats until a successful loading has occurred. Once a load occurs from the floppy, the Drive line in the menu displays "Drive : 1."

3.4 SCRIBE HARD DISK SHIPPING ZONE

The SCRIBE hard disk is extremely sensitive to sudden shocks or rough handling and can be easily damaged. Therefore, the hard disk drive is equipped with a "Shipping Zone", which is a physical location of the disk where the heads are "parked" during shipping. When the heads are parked in the shipping zone, the disk drive can be moved about without damage. Chyron recommends that the hard disk heads be "parked" before the SCRIBE is powered down.

IF YOU EVER SHIP OR MOVE THE SCRIBE MAINFRAME, use the DRV SLCT, HOME commands to "park" the heads in the shipping zone. This command is available on the Drive Select menu.

Follow this procedure to "park" the hard disk heads:

1. From the Operating System Menu (Figure 3-2), press the DRV SLCT key. The Drive Select menu will appear.
2. Press the HOME key. The system will respond with: "HARD DISK HEADS IN SHIPPING ZONE". All hard disk heads in all hard disk drives being used with the SCRIBE are now "parked" in the shipping zones, and are safe for moving.
3. Power down the SCRIBE mainframe, keyboard, and any peripherals.

NOTES

Once the hard disk heads are "parked", the SCRIBE unit is inoperable and must be powered down.

The hard disk heads automatically "unpark" themselves from the shipping zones when the SCRIBE mainframe is next powered up.

During power-up, the system generally recognizes two drives: Drive 0 for the unbedded hard disk and Drive 1 for the floppy disk. When the operating system is loaded, the Drive Configuration Table is loaded from the same drive. The Drive Configuration Table "tells" the operating system about all additional drives with the system. Whatever Drive Configuration Table is stored on the floppy is the table that is loaded. If the table does not contain entries for additional drives, the error response DRIVE ERROR - NO SPECIFICATION IN CONFIGURATION TABLE appears when you try to select these undefined tables. Refer to the SCRIBE Technical Manual for further details.

If you have added or removed disk drives from your system, or you have reformatted your hard disk, you must change the drive configuration table. Please refer to Paragraph 1.11 (Additional Storage Systems) in the Scribe Maintenance Manual (Pub. #2A00980) for more information.

AUTO LOAD OF FONTS

Hit CTRL "A" . This calls up the Auto Load Utility

```
0    :    :    :    :    :    :    :    :
1    :    :    :    :    :    :    :    :
2    :    :    :    :    :    :    :    :
3    :    :    :    :    :    :    :    :
.
.
.
.
9    :    :    :    :    :    :    :    :
```

The numbers on the left represent Auto Load Positions 0 - 9 (see Font Functions/Utility). The ":" represent th 8 font positions on the upper keyboard.

Enter the font ID # for each position (Check Machine Font List for ID#'s). Hit arrow Key [>] to move to next position right. Hit "NEW LINE" to move down to next Auto Load position.

After entering all the fonts hit the [RCRD] key to record the AUTOLOAD into the DIRECTORY ON LINE.

To see what AUTOLOADS are already recorded hit the READ key.

PART II

PROGRAMS AND FONTS

This portion of the manual describes the various SCRIBE operating programs, and provides background information on fonts - the digitized typefaces that you use to display characters on screen. Part II consists of these two sections.

In Section 4, Program Descriptions, we'll introduce you to the three programs you'll be using during standard operation - Message Compose, Disk Utility and Font Utility. Not only will we describe what functions are involved with each program, but also how these three are related.

In Section 5, Loading Programs and Fonts, we'll furnish instructions on how to load (transfer) the programs available with your SCRIBE System from disk into system memory. Once a program has been properly loaded, you can advance to the program's operating functions. In addition, we'll supply information on fonts - how to distinguish a master font from a machine font, font identification numbers, font memory size and font copyright

SECTION 4

PROGRAM DESCRIPTIONS

4.1 INTRODUCTION

This section describes the basic SCRIBE operating programs - Disk Utility, Font Utility, Message Compose, Reboot and Restart. As SCRIBE programs vary from system to system, your SCRIBE may be equipped with additional, customized programs. However, every SCRIBE contains these five basic programs.

For your convenience, many SCRIBE programs display menu and/or prompt messages. Once you've selected a function, a series of prompts guides you through the procedures step by step. The program asks you for input, you answer by typing in the requested information on the keyboard, and the program automatically proceeds to the next step until the complete data has been entered.

4.2 PROGRAMS

The operating programs available with your SCRIBE are listed on the edit monitor after you've executed power-up. The following programs are standard with every SCRIBE, and are described in the subsequent paragraphs:

- Disk Utility
- Font Create Utility
- Message Compose
- Reboot
- Restart

4.2.1 DISK UTILITY

The Disk Utility Program is a collection of functions that enable you to rearrange files on a disk. (A file refers to fonts, directories and programs.) Disk Utilities can be considered "service" functions because you select them only when you need to "clean up" a disk by eliminating useless files; copying programs, fonts or messages from one disk to another; or preparing new disks to accept SCRIBE messages.

The Disk Utility functions consist of:

- Copy. Recorded messages, fonts, programs, drive configuration tables, font and message directories can all be duplicated onto other disks. This enables you to use files on one SCRIBE and then carry them over to another SCRIBE system.

- Rename. This function is convenient for quickly recognizing an individual font or directory name in an on-screen list display. By adding or deleting letters, you can change the preassigned name to a unique name which would be easily spotted among a page of similarly named fonts or directories.

- Delete. Delete enables you to eliminate old, useless programs and fonts from disk, thus making space for new data to be stored on the disk.

- Display. Names of programs, fonts, message directories, configuration tables, error logs and other files can be listed by file type on screen from a selected disk. This routine eliminates the task of repeatedly hunting for individual files through the disk directories.

- Modify Drive Configuration Table. This function is used when adding or removing disk drives to/from your system. The Drive Configuration Table describes the drives in use and their characteristics. Details about the Drive Configuration Table appears in the SCRIBE Maintenance Manual, publication number 2A00980.

- Format And Initialize. This routine writes a data pattern onto a new, unused floppy disk which enables it to accept SCRIBE-generated messages during the recording process of Message Compose. Recording cannot occur on a floppy disk unless you first format and initialize it. You must use 5 1/4 inch, soft-sectored, double-sided, high-density disks with 96 TPI (tracks per inch).

The functions are described in detail in Part IV of this manual. Refer to Section 11, Disk Utility Programs.

4.2.2 FONT CREATE UTILITY

Font Create is a program that converts outline forms of characters on disk into screen-displayable characters. It is with this program that your library of fonts is constructed. Not only can you build standard Roman-style characters (upper-case and lower-case letters A - Z, numbers, punctuation marks, etc.), but also logos or characters and symbols from non-roman languages.

Font Utility Program is composed of these three functions:

- List Fonts. As a helpful reminder, you can display an on-screen list of what fonts are stored on disk. The list function enables you to display either an entire list of all the available fonts, or a partial font list. A partial list will only contain those font names with the first few letters exactly the same.

- Edit Character Placement Table. This routine enables you to set up characters other than standard, Roman-style characters for display. You simply "key in" a character to a keycap. "Keying in" is to match a character number to a keyboard position number. We've supplied you with both sets of numbers in the operating procedures for this function.

- Edit Conversion List. This function is used to enter master fonts and desired specifications for later conversion into machine fonts. You select the font style, what size it will be from 10 to 400 scanlines, whether the font will contain an edge and, if it does, what type and size. Since font conversion takes a fair amount of time, the Edit Conversion list allows you to enter up to 99 fonts for conversion over a period of time in which the system is not in use.

- Conversion Process. There are two conversion functions available to the operator: a standard conversion, and one which performs a flicker-reduction algorithm. The standard conversion is normally used; the flicker-reduction conversion is available for master fonts which require great brightness differences on screen. The flicker-reduction algorithm scans the master font for great adjacent brightness differences, then "smooths" these in order to reduce apparent flicker. The actual conversion process involves checking the items on the conversion list for validity, then performing conversions on the items on the list.

These functions are described in detail in Part IV of this manual. Refer to Section 12, Font Utility Programs.

4.2.3 MESSAGE COMPOSE

Message Compose is the heart of SCRIBE operation. It is in Message Compose that you type text on screen in a variety of colors, styles and sizes. SCRIBE also enables you to store the text for future playback on hard disk or 5 1/4 inch floppy disks through the recording and reading process.

Message Compose consists of these five modes:

- Font Load. Font Load is the first step towards displaying text on screen. You select the typestyle you want and transfer or "load" its data from disk into system memory. Up to eight different fonts can be loaded per display.

- Text Typing. Text Typing is the process of entering keystrokes on the keyboard and seeing the corresponding characters (whether a letter, number, punctuation mark or symbol) display on screen. You can type text in any of the eight different font styles and colors currently loaded in the system. In addition, the screen displays a "cursor" which moves across and up and down, tracking every character. The cursor helps keep you notified of your on-screen position.

- Text Editing. This function includes a variety of tools with which you change text already on screen. You can think of these functions as short-cuts over retyping text. Functions like shifting text around the screen in all four directions; inserting or deleting; automatically recentering a line or an entire page of text - vertically as well as horizontally; "squeezing" or "stretching" the space between characters, words or rows; underlining; instantly changing the color and font style of on-screen text; redisplaying text without retyping; and setting up tabs all are available in Text Editing. All these functions are selectable from a series of menus by pressing the key that corresponds to the function you want.

- Color. Up to 16.7 million different colors are available in the SCRIBE palette, out of which a combination of any 248 colors can be displayed simultaneously. You can load colors from the palette for either text characters or backgrounds. Colors entered into the background display will not interfere with whatever text is already on screen. In addition, "graduated backgrounds," in which two colors are gently mixed together over the screen, can be created. Another color feature is "copy and paste," in which you automatically duplicate a portion of a background display onto another location without having to repeat the entire background operating process.

- Recording and Reading. Text, backgrounds, palette colors and tabs are all recordable on floppy or hard disk, and can be recalled on demand. Furthermore, text can be recorded and recalled in a variety of ways. You can record an entire screen or just a single row of text. A recorded message can crawl across the screen in a continuous line from right to left and finally off the screen. Or text can roll up from bottom to top of the screen. "Fading" recorded text messages on and off the screen is also a feature of the recording function. When you fade messages, SCRIBE text is keyed over program at a variable speed.

Refer to Part III for Message Compose operating descriptions.

4.2.4 REBOOT

Reboot is a function which reruns the system's start-up and diagnostics. When the system is rebooted, the entire power-on sequence is re-executed.

4.2.5 RESTART

The Restart Program is used to restart an already-loaded program.

4.3 PROGRAM RELATIONSHIPS

Before proceeding to the operating instructions, we suggest you first familiarize yourself with the various programs and how each program is associated with one another. These programs are described below.

4.3.1 FONT CREATE UTILITY

Fonts are stored on Chyron-supplied font disks. These fonts, however, are not the actual fonts you use to lead during Message Compose. These are outlines of fonts, called master fonts. The purpose of the Font Create Program is to convert master fonts into machine fonts, which are the finished, resized, edged fonts that are displayed on-screen as characters.

4.3.2 MESSAGE COMPOSE

All text typing and editing occurs while in Message Compose. Message Compose includes color palette functions and clock functions. Please remember that Font Load (performed during Message Compose) must precede text typing.

4.3.3 DISK UTILITY

Disk Utility is a program used during Message Compose and Font Create Utility operation. For instance, by using Disk Utility functions like Deletion you can "clean up" a font disk by eliminating unneeded fonts. Or you can use the Copy function to duplicate fonts and/or directories to be used in Message Compose.

SECTION 5

LOADING PROGRAMS AND FONTS

5.1 INTRODUCTION

Loading is the process of transferring data from disk into system memory which enables you to operate the SCRIBE. This section contains instructions on how to load programs into the SCRIBE system, and information on fonts.

5.2 LOADING PROGRAMS

After you've properly powered up the system, the SCRIBE Operating Menu automatically displays on the edit monitor. This menu lists your system's major programs in the currently selected disk drive. Refer to Figure 3-2 in Part I of this manual for an example of an Operating System Menu.

To load a program, press the key that corresponds to the program you've selected. The edit monitor acknowledges that a program is successfully loading as the amount of blocks, displayed in the prompting row, increases.

5.2.1 SELECTING DRIVES

Whenever the Operating Menu is displayed, you can select another drive to list its available programs. Press DRV SLCT and the number that corresponds to the disk drive.

5.2.2 LOADING DISK UTILITY

Disk Utility loads when you press "D" during display of the Operating System Menu. The edit monitor displays:

```
LOADING DISK UTILITY
Total Blocks:          Loading:  XX
```

Refer to Section 11 of Part IV for operating instructions.

5.2.3 LOADING FONT UTILITY

Press "F" during display of the Operating System Menu to load Font Create Utility Program. The edit monitor now displays:

```
LOADING FONT CREATE UTILITY
Total Blocks:           Loading: XX
```

Refer to Section 12 of Part IV for operating instructions.

5.2.4 LOADING MESSAGE COMPOSE

Press "M" to load Message Compose. The edit monitor reads:

```
LOADING MESSAGE COMPOSE
Total Blocks:           Loading: XX
```

The "XX" value increases until the program is fully loaded. Refer to Part III of this manual for details on operating Message Compose functions.

5.2.5 REBOOT AND RESTART

Press "B" to reboot the system, which is the same procedure executed during the power-on sequence. All diagnostics are rerun and the operating system is loaded.

To restart a loaded program, press "R" during display of the Operating System Menu. If the program cannot be restarted, the error message "CANNOT RESTART PROGRAM - PRESS ANY KEY TO CONTINUE" appears.

5.2.6 EXITING RUNNING PROGRAMS

You can exit an already loaded program at any point by pressing the MODE SLCT (Mode Select) key, located at the top left of the keyboard console. The System Operating Menu is redisplayed, from which you can load another program, reboot the system or restart the program you'd loaded.

5.3 FONTS

Fonts are digitized typefaces that are transformed into displayable characters on screen. Each font contains letters A through Z (upper-case, and frequently lower-case), numbers, symbols and punctuation marks of a particular style.

The SCRIBE provides a vast array of font styles for you to select for display. There are approximately 1500 fonts available within the SCRIBE Font Library.

5.3.1 FONT TYPES

This manual refers to fonts as being either master fonts or machine fonts.

A master font is the original form of a font that is stored on Chyron-supplied disks. You do not use a master font for on-screen display. A master font is simply the font in its basic outline.

However, using a master font disk is the first step towards creating your own library of fonts in different sizes and edges. During the Font Utility Program, master fonts are converted into machine fonts. It is these finished machine fonts that are loaded and used for displaying characters on screen.

5.3.2 FONT IDs

Each font has its own identification number that enables the system to distinguish one master or machine font from another.

Master font IDs range between 5000 and 9999 and are set by Chyron. A master font style has the same master font ID for all systems.

When master fonts are converted into machine fonts, the operator selects an ID number for the machine font. The machine font ID does not necessarily have to match the master font ID. Machine font IDs range between 1 and 9999.

5.3.3 FONT MEMORY VS. MACHINE FONT DATA

The SCRIBE comes standard with 512k of font memory, expandable to 2 megabytes. The amount of font memory that you use during normal operation depends upon certain factors of the fonts that you load. The following factors contribute to how much font memory will be used by the fonts that are loaded:

- large font size (more than 60 scanlines)
- detailed edges
- multi-color characters
- the amount of characters within a font (Although the average font contains about 82 characters, it can hold up to 192 characters.)

5.3.4 COPYRIGHT PROTECTION

Chyron-supplied master fonts are copyrighted and protected from unauthorized duplication by these restrictions.

- Master fonts cannot be copied onto removable media, such as floppy disks and tapes.

- Each master font disk contains a built-in security ID number that matches only one system. Therefore, each disk can only be used with a specific SCRIBE (or group of SCRIBEs) at a customer site.

5.3.5 LOADING FONTS

Like programs, fonts must be loaded from disk to system memory before you can type text on screen. The fonts you'll be loading into memory are machine fonts, which must have previously been converted from master fonts during the Font Create Utility Program. (See Part IV, Section 12, for details.)

Font load procedures are provided in Part III, Section 6.

PART III

MESSAGE COMPOSE

Message Compose is the principal mode of operation for the SCRIBE system, the one in which you type and edit text on screen. Once you've become familiar with the basics of typing text, you can progress to Text Editing, which describes a variety of editing tools for altering the on-screen text. Text can then be saved by recording it on disk for automatic recall in the future. Part III consists of these five sections:

In Section 6, Text Typing, we'll show you how to put text on the screen and describe the keys involved with each text typing function. You'll also become familiar with cursor movement and how to select different colors and fonts for character display.

In Section 7, Text Editing, we'll describe how to use editing tools to adjust the on-screen text to suit your needs. We'll also describe how to change a character's color and font style, and how to shift text around the screen.

Section 8, Color Applications, consists of operating instructions for both the Character Palette and Background Palette Functions. In Character Palette, you choose from a spectrum of 16.7 million colors to "plug into" the Color Keys. The Background Palette enables you to position colors onto a background display without interfering with on-screen text.

Section 9, Clock Functions, provides operating instructions for the SCRIBE on-screen clock. The clock function provides a variety of methods for displaying a clock, including time, stopwatch, and countdown timers. These functions are useful during sports events, etc.

In Section 10, Recording and Playback, we explain how to record on-screen text on a disk and how to recall it. The SCRIBE system furnishes an assortment of recording functions - ranging from an entire screen of text to just one line of text. In addition, palettes, backgrounds, clocks, and tabs can be recorded separately.

SECTION 6

TEXT TYPING

6.1 INTRODUCTION

This section describes how to load fonts into the system, and also how to type characters on the display. This section also describes how to select different colors and fonts.

6.2 SCRIBE KEYBOARD

Figure 6-1 shows the SCRIBE keyboard. The Alphanumeric Keypad, consisting of letter keys A through Z and number keys 0 through 9, is used to type characters on screen. Text is displayed by using the keyboard as you would use a typewriter. To type upper-case letters and upper-case symbols, use the following sets of keystrokes:

- For all upper-case letters, press the shift or ALPHA LOCK key. Press ALPHA LOCK again to release lock.

- For upper-case symbols, press down the SHIFT key and while maintaining pressure press a number key.

In addition to the Alphanumeric keys, are those keys that are used to position the cursor on the screen. These keys are the HOME; Cursor Direction - → ↓ ← ↑ ; NEWLINE; and ERASE keys.

The Address Keypad, located at the bottom right of the keyboard, contains keys that you'll use during some functions.

Text Editing keys, which help you to adjust the text already on screen, are located in the upper center portion of the keyboard. These keys will be described later in this part.

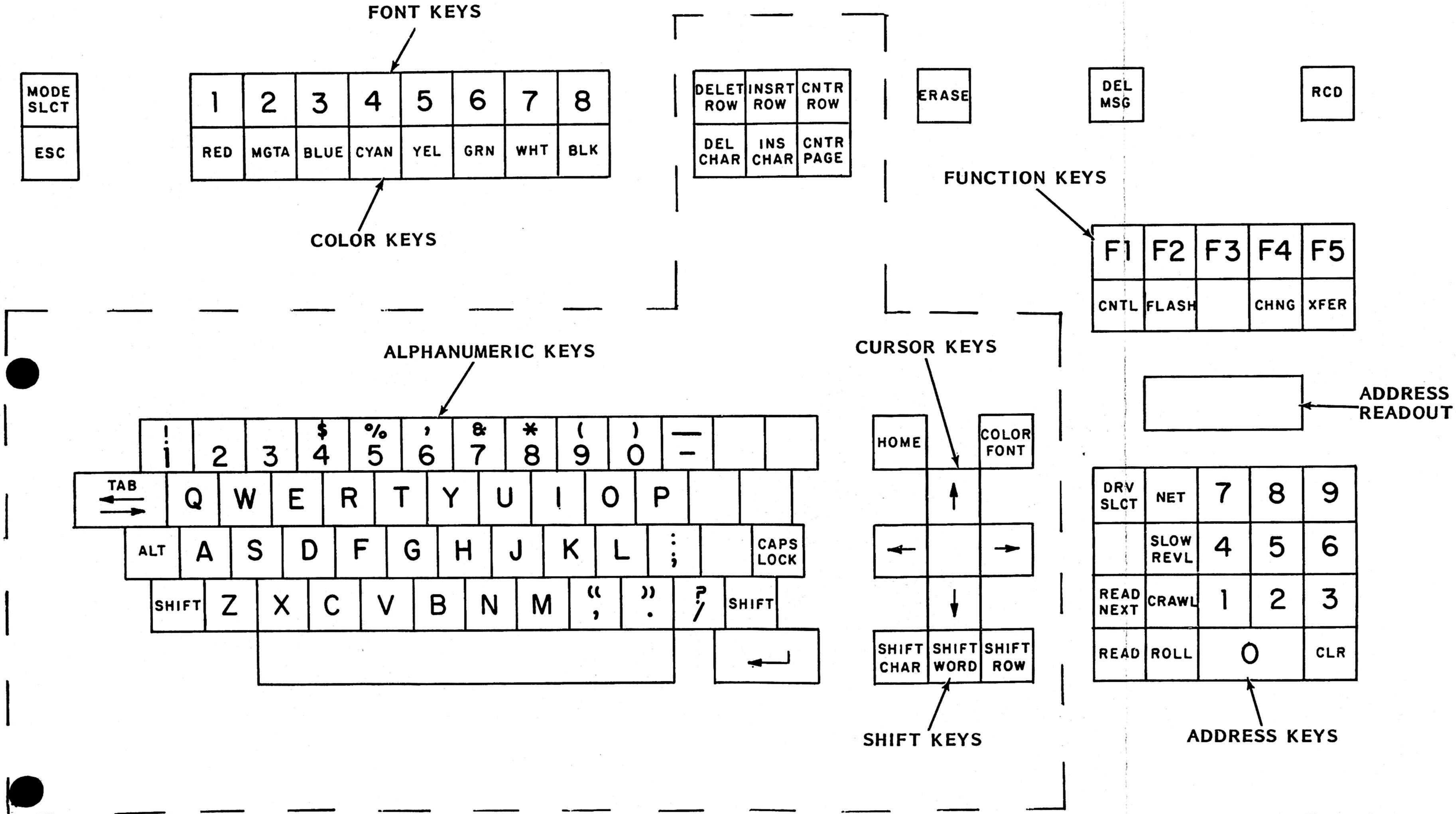

FONT KEYS
MODE SLCT
ESC
1 2 3 4 5 6 7 8
RED MGTA BLUE CYAN YEL GRN WHT BLK
COLOR KEYS
DELET ROW
INSRT ROW
CNTR ROW
DEL CHAR
INS CHAR
CNTR PAGE
ERASE
DEL MSG
RCD
FUNCTION KEYS
F1 F2 F3 F4 F5
CNTL FLASH CHNG XFER
ALPHANUMERIC KEYS
CURSOR KEYS
ADDRESS READOUT
! 1 2 3 $ 4 % 5 ' 6 & 7 * 8 (9) 0 — –
TAB
Q W E R T Y U I O P
ALT
A S D F G H J K L : ;
CAPS LOCK
SHIFT
Z X C V B N M " , " . ? /
SHIFT
HOME
COLOR FONT
SHIFT CHAR
SHIFT WORD
SHIFT ROW
SHIFT KEYS
DRV SLCT
NET
7 8 9
SLOW REVL
4 5 6
READ NEXT
CRAWL
1 2 3
READ
ROLL
0
CLR
ADDRESS KEYS

Figure 6-1.
SCRIBE Keyboard

6.3 BASIC INSTRUCTIONS

After you've loaded the software, first familiarize yourself with the keyboard by typing some samples. For example:

"The quick, brown fox jumps over the lazy dog." The cursor moves along with each keystroke.

Notice that the cursor tracks each character, keeping you informed of on-screen movement. All typing displays within a boxed-off area, called the Safe Title Margin.

Press the HOME key. The cursor automatically returns from wherever you left off typing to the upper-left corner of the screen. (In our example, the letter "T.")

Press the ERASE key. All the characters that you had just typed disappear with that single keystroke. Now type another sentence.

"The lazy dog wouldn't jump over the brown fox."

Practice with each Cursor Direction key: →↓←↑. Notice that the cursor moves one position to its right, left, up and down with each keystroke depression.

Now press NEWLINE. The cursor moves to the left-most character position on the next line down.

Create a background. First press HOME and then CNTL B. Select a color from the Color Spectrum on the bottom of the screen. Enter 512 on the Address Keys. Press the Space Bar. (Background operation is fully described in Section 3, Color Applications.) Press CNTL again to exit Background Mode.

Practice selecting other available fonts and colors. Press Font Key 3 and the BLUE color key. Continue typing. All of the characters are now displayed in blue and in the font style loaded in Font 3 position.

Using the Cursor Direction keys, move the cursor back over one of the characters at the top line of the screen. Now press the COLOR/FONT key. Press NEWLINE key again to move the cursor down to a blank line and continue typing. The characters are displayed in the same font style and color as you began with before you changed to Font 3 and Blue.

Press an Alphanumeric Key and hold it down for a few seconds. Notice that the character or symbol is automatically repeated on screen for the length of time that you pressed down the key. This is the "Repeat function." The dotted-line area of the SCRIBE Keyboard in Figure 6-1 shows the keys that will repeat.

Press the ESC key. The background and characters will disappear. Any tabs will also be cleared when using the ESC key.

6.4 FONT LOAD PROCEDURES

Fonts can be loaded from disk into SCRIBE memory by these three procedures:

- Manual Font Load
- Auto Font Load
- CNTL READ

6.4.1 MANUAL FONT LOAD

With the Manual Font Load, you load fonts into the SCRIBE by entering font ID numbers into the Font Keys on the top left of the keyboard.

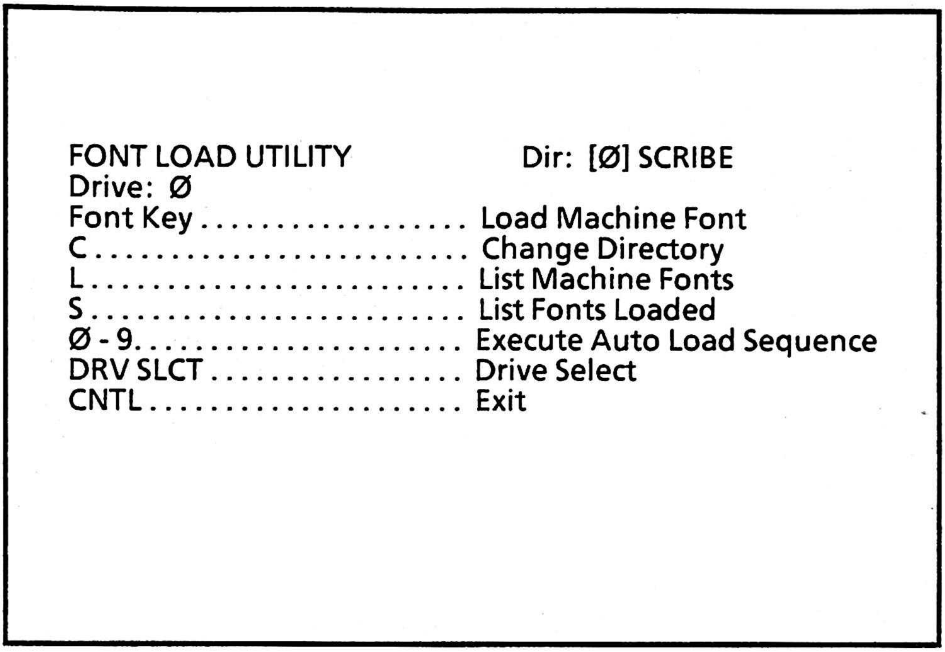
To load fonts manually:

1. Press CNTL F. The Font Load Menu appears on the edit monitor.

   or

   Every time Message Compose completes loading, the SCRIBE automatically enters Font Load and the Font Load Menu (Figure 6-2) is also displayed.

2. Press "L" to list the machine font names, their ID numbers, and sizes on the currently selected disk.



```
FONT LOAD UTILITY              Dir:  [0] SCRIBE
Drive:  0
Font Key .................. Load Machine Font
C ......................... Change Directory
L ......................... List Machine Fonts
S ......................... List Fonts Loaded
0 - 9...................... Execute Auto Load Sequence
DRV SLCT .................. Drive Select
CNTL....................... Exit
```

Figure 6-2. Font Load Menu

System Response:

Enter Name: ....
Enter Edge: ....Enter Size: ....

Press NEWLINE to execute, CNTL to exit.

3. To list all fonts, press NEWLINE.

   To list a group of fonts with similar name, type in the first few letters of the name, followed by an asterisk (*), then press NEWLINE. (A typical Machine Font list is shown in Table 6-1.)

   To list a group of fonts with the same edge style, type in the edge description or to list fonts with similar edge styles, type first few characters of the edge style followed by an asterisk (*), then press NEWLINE.

To list a group of fonts with the same size or size range, type in the size (i.e. 100) or size range (i.e. 100-200), then press NEWLINE.

Name, edge style, and size or size range may be entered into this menu in any combination. If a list of fonts from another disk drive is required, use the Drive Select function. Upon exit from the "List" function, the last name-edge-size information is saved, and will be displayed at the next call.

To change the system directory, press "C", type the name of the directory you want to change to, then press NEWLINE.

Table 6-1. Machine Font List

ID	Machine Font Name	Size
5284	Clarendon 701 Clarendon (TM)	42
1294	Flareserif 721 Americana Italic	46
2494	Flareserif 721 Americana Italic	46
1290	Humanist 521 (TM)	46
5003	Swiss 721 (TM)	46
1208	Ribbon 131 Bold (TM)	46
5109	Venetain 521 Goudy Bold	46
2134	Zapf Humanist 601 Text (TM)	46

PRESS NEWLINE FOR NEXT PAGE, CNTL TO EXIT

4. Press the NEWLINE key to display more pages of machine font names (if available). To redisplay the Font Load Menu, press the CNTL key once.

5. To view machine font lists on other disks, first press DRV SLCT key, and then press an Address Key between 0 and 9 which corresponds to the other disk drive. Next repeat Steps 2 through 4.

6. To load fonts that are listed on the edit monitor, enter on the Address Keypad the ID numbers of the fonts you want to use. Then press one of the eight Font Keys. The following prompt will be displayed:

System Response: Loading Font XX Into Position X

7. Repeat Step 6 for as many Font Keys as you want to fill with fonts (up to 8).

8 To check what fonts have been loaded, press "S" during display of the Font Load menu. Table 6-2 shows a typical listing of currently loaded fonts. The font listing is divided over two pages, and the cursor arrows are used to move the menu cursor to allow selecting and/or deleting fonts. Also use these keys to move the cursor to the previous or next page.

Table 6-2. Loaded Fonts Listing

```
FONT 1:       Clarendon 701 Clarendon (TM)
    Id: 5284/2345   Size: 42   RAM:50K (10%)
FONT 2:       Zapf Humanist 601 Text (TM)
    Id: 2134/2345   Size: 50   RAM: 100K (20%)
FONT 3:       NOT LOADED
FONT 4:       NOT LOADED

TOTAL RAM AVAILABLE: 512K          TOTAL RAM USED: 150K
NEWLINE . . . . . NEXT PAGE        CNTL . . . . . . . . . . EXIT
DELR . . . . . . . . . DELETE FONT   Arrow UP/DOWN . . . SELECT FONT
```

9. To delete a font already loaded into memory, select it using the cursor arrows, then press the DEL ROW (delete row) key.

   System Response: DELETE FONT #X? - (Y,N)

   Press Y to delete the font. The loaded fonts table will change to reflect the deletion.

10. To exit "List Fonts Loaded", press the CNTL key. The system will display the font load menu. Press CNTL to exit the font load utility and enter Message Compose.

Error Messages

CANNOT SELECT DRIVE X - Appears when you've tried to select a drive without a disk in it. Check the drive or the drive number to ensure that the disk is in the selected drive.

CANNOT LOAD FONT XXXX - Appears when you've tried to load a font that isn't on the currently selected disk. Check the disk in the selected drive.

FONT MEMORY EXCEEDED - The font was not loaded because of inadequate font memory.

6.4.2 AUTO FONT LOAD

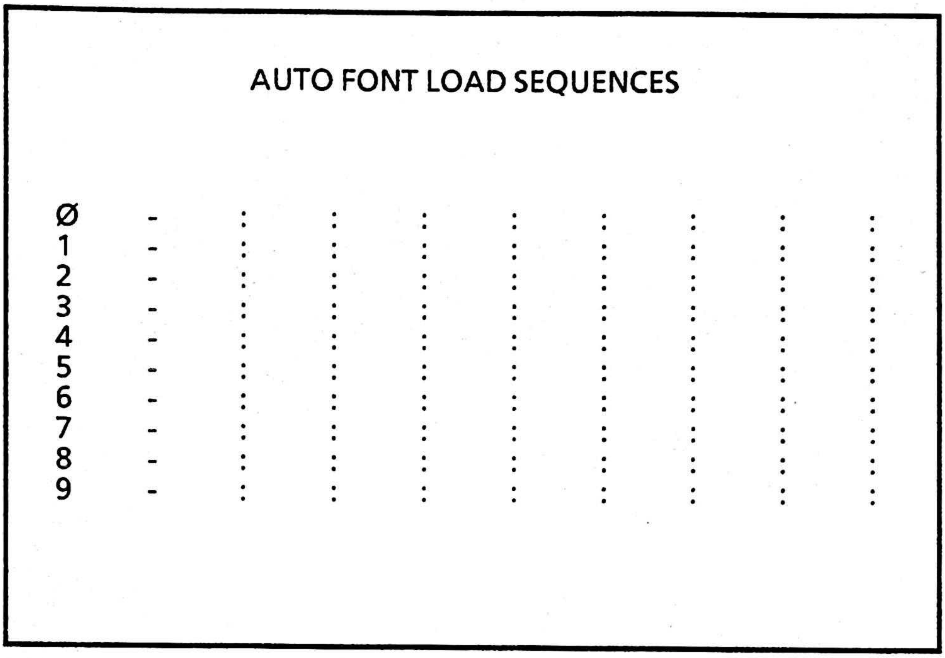
An Auto Font Load is a method of automatically loading a series of fonts from disk into memory. When you load fonts automatically, you just press one key and the SCRIBE reads fonts into the font keys.

Loading fonts automatically is a two-step procedure. You must first set up an Auto Font Load Sequence before you can execute an Auto Font Load.

6.4.2.1 **Setting Up a Font Load Sequence**. This function enables you to set up an Auto Font Load Sequence. An Auto Font Load Sequence is a recorded collection of fonts. Up to eight fonts can be stored in each sequence. Each message directory contains a maximum of 10 Auto Font Load Sequences.

To set up an Auto Font Load Sequence:

1. After message Compose has been loaded, press CNTL to exit Font Load Utility. (This places the program in the Text Typing mode.)
2. Press CNTL A. The Auto Font Load Menu (Figure 6-3) is displayed.



```
                    AUTO FONT LOAD SEQUENCES


0    -    :    :    :    :    :    :    :    :
1    -    :    :    :    :    :    :    :    :
2    -    :    :    :    :    :    :    :    :
3    -    :    :    :    :    :    :    :    :
4    -    :    :    :    :    :    :    :    :
5    -    :    :    :    :    :    :    :    :
6    -    :    :    :    :    :    :    :    :
7    -    :    :    :    :    :    :    :    :
8    -    :    :    :    :    :    :    :    :
9    -    :    :    :    :    :    :    :    :
```

Figure 6-3. Auto Font Load Menu

The numbers 0 through 9 listed in the above menu stand for the 10 numeric keys located at the top of the keyboard, each of which will hold an Auto Font Load Sequence. Alphanumeric Key 0 is the first key you'll use to set up an Auto Font Load Sequence.

3. Initially, the menu cursor is positioned to the right of the first "colon" (:) field in Sequence 0. Each colon stands for a Font Key - 1 through 8.

   Using the Address Keys, enter an ID number for a machine font.

   (Use the List Machine Fonts feature if you need to see what fonts are stored on the disk you're using. Return to the Font Load Menu [Figure 6-2] display to select this feature.)

4. Press → to move the cursor to the next field. Enter another font ID number on the Address keypad.

5. Repeat Step 4 for each field across.

6. Press the NEWLINE key to move the menu cursor down to the first line in the next font sequence.

7. Repeat Steps 3 through 6 for as many sequences as you want to fill with fonts.

8. The fonts listed will load from the currently selected disk drive. To load the listed fonts from other available drives, move the menu cursor over the first font ID number in a sequence. Press ← to position the cursor to the left of the first colon field. (This is the drive field.) Using the Address Keys, enter the number between 0 and 9 that corresponds to the drive you want the fonts loaded from. (This procedure is the same as a Drive Select.)

9. Auto Font Load Sequences **must** be recorded. Press the RCD Key to record this Auto Font Load Table in the currently selected message directory.

   System Response: RECORDING AUTO FONT
   LOAD SEQUENCES

10. Press CNTL to exit when complete. Or press ESC to exit Auto Font Load Sequence without storing any fonts.

6.4.2.2 Executing An Auto Font Load. This function enables you to read back previously selected fonts into designated Font Keys with a single keystroke.

To execute an Auto Font Load:

1. Press CNTL F during Message Compose to display the Font Load Utility Menu (Figure 6-2).

2. Using the Alphanumeric Keys, press the number that corresponds to where you stored the font sequence.

   System Response: Loading Font XX Into Position X

This response displays for the length of time it takes to load all the previously selected fonts into Font Keys.

NOTES

Each message directory can contain only one Auto Font Load Table. Change to another directory if you want to record additional font loads on a disk.

For quick repositioning, press HOME to move the menu cursor to colon field 1 in Sequence 0.

Pressing ERASE during Auto Font Load Sequence Set-Up erases all displayed font ID numbers.

Pressing the Space Bar during Auto Font Load Sequence Set-Up blanks out whatever font ID number had been entered in a field.

6.4.3 CNTL READ

Control Read is another method for loading fonts into system memory. However, this procedure is used only for recalling a recorded message along with reloading the fonts that were used when the message was recorded. This method of loading fonts should only be used after you're familiar with Recording and Reading Messages, Section 10.

6.5 TEXT TYPING FUNCTION DESCRIPTIONS

After the fonts have been loaded, a handy reference prompt appears on your edit monitor. It indicates:

Font	- The full name of the font
Edge	- Edge type of font
ID	- The master font ID/the machine font ID
Size	- The maximum scanline size for each character in the font
Color	- The selected color for character typing
Drive	- The drive selected for font load
Mode	- Whether the system is in locked or unlocked mode

Insert - On: Chyron video will be keyed over program
Directory - The name of the selected directory and the number of the drive for message record and read
Character - The on-screen character over which the cursor has been repositioned
X - Current X position value of cursor
Y - Current Y position value of cursor
Message - Last message ID read/recorded

Figure 6-4 shows an example of an edit monitor prompt.

```
Font:      Venetian 521 Goudy Bold (TM)  Edge:

ID:        5109/80       Size:        80

Color:     Wht           Insert:      On   XFER:   CHNG:

Drive:     1             Dir:  [1]       SCRIBE

Mode:      Locked        Row:  1         Char:  Z

X:         2Y            Y:  72          Message:  100
```

Figure 6-4. Edit Monitor Prompt

6.5.1 HOME

Keycap: HOME

Function Description

Press the HOME key to move the cursor back to the first row on the screen. No matter where the cursor had been lastly positioned, pressing HOME always sends it over the first character or space on screen.

6.5.2 ERASE

Keycap: ERASE

Function Description

Press the ERASE key to erase all text from the screen. Pressing the ERASE also returns the cursor to the Home position.

NOTE

> Chyron recommends that you store the smallest size font under Font Key 1, then select Font 1 and press the Erase key. This gives you the smallest cursor size, and the best possible line spacing.

6.5.3 CURSOR MOVEMENT

Keycaps: → ↓ ← ↑

Function Description

There are four Cursor Movement keys: → ↓ ← ↑. Press the → key once to move the cursor one position to its right. if the cursor is on the last space of a row, then it moves to the first space on the next row down. If the cursor is on the last space of the last row on the screen, then the cursor moves to the first space on the first row (the HOME position).

Press the ← key once to move the cursor one position to its left. If the cursor is positioned on the first space of the first row (the HOME position), then it moves to the last space on the last row.

Press the ↑ key once to move the cursor one row up. If the cursor is on the top row of the screen, then it moves to the last row.

Press the ↓ key once to move the cursor down one row. If cursor is on the bottom row of the screen, then it moves to the top row.

Each of these keys will repeat the cursor movement simply by holding one of the keys down.

6.5.4 NEWLINE

Keycap:

Function Description

Press the (NEWLINE) key to move the cursor to the first space on the next line down. If the cursor is on the last row of the screen and you press NEWLINE, then the cursor moves to the first row.

6.5.5 FONT SELECT

Keycaps: 1 , 2 , 3 , 4 , 5 , 6 , 7 , 8

Function Description

Press one of the eight font keys, located at the upper left-hand portion of the keyboard. The light on that keycap will illuminate to show you which font you've selected. Also the prompt on your monitor displays the name of the new font, its size and master and machine font ID numbers.

Prompts

FONT: X: XXX...XXX Edge: - Identifies the selected font key and machine font name and edge type.

ID: XXXX/XXXX SIZE: XXX - Identifies master and machine font ID numbers and scanline size of selected font.

Error Message

FONT NOT LOADED - No font was loaded under the selected font key. Use Font Load Procedure if you want a font in this font key. (Otherwise, the last font pressed remains as the selected font.)

6.5.6 COLOR SELECT

Keycaps: RED, MGTA, BLUE, CYAN, YEL, GRN, WHT, BLK

Function Description

Text can be displayed in a variety of colors. The colors can be selected for character typing by pressing one of the eight Color Keys, located at the top left of the keyboard - Red, Magenta, Blue, Cyan, Yellow, Green, White, and Black. When Message Compose is loaded, the system initially provides you with these eight colors, called default colors.

Initially, all text displays in white unless you press another color key. To select color, press the Color Key that contains the color you want. (the light on the keycap illuminates to show you which color you've selected.) Now any typing will be displayed in that color.

Prompts

COLOR: XXX - Displays the keycap of the color key selected.

6.5.7 COLOR/FONT PICKUP

Keycap: COLOR FONT

Function Description

The COLOR FONT key is used as a short cut for reselecting colors and fonts from the screen display instead of re-pressing font and palette keys.

Color/Font Pickup is used by first positioning the cursor over a character you've already typed. Press the COLOR FONT key and continue typing. You'll notice that the new typing appears in the same color and font as the character that had the cursor over it when you pressed the COLOR FONT key.

In addition, the Font and Color keycap lights illuminate to indicate the new font and color selected.

SECTION 7

TEXT EDITING

7.1 INTRODUCTION

Once you've typed text on the screen, we want you to know how to make changes. This section describes how to make changes by using "editing tools."

These text editing tools consist of shifting characters, words or rows; inserting, deleting, centering and underlining text; swapping the text from one row with a row above or below it, and setting tabs. How to adjust the size and location of the typing area of the screen is also described. Text Editing operates from a menu display, from which you select the desired functions.

7.2 LOCKED AND UNLOCKED MODES

The two operating conditions of the SCRIBE in Text Editing are the "locked" and "unlocked" modes.

The locked mode is the initial operating (default) mode. (Notice on your Edit Monitor Prompt that the Mode field reads: "Locked.") With the locked mode, text after the cursor character is affected during a move function. For instance, if you shift characters to the right while using locked mode, then the characters to the right of the cursor also shift.

Press CNTL M and the system is in the unlocked mode. (Edit Monitor Prompt now reads "Mode: Unlocked.") With the unlocked mode, only the cursor character shifts. The unlocked mode does not affect the positions of other characters. You can overlap characters if the unlocked mode is used.

Press CNTL M again to return to locked mode.

7.3 SUPER SHIFT

"Super Shift" is a short-cut for automatically moving on-screen text. Usually, to move text from one point to another point, you'd continually press a sequence of keys until the text reached its destination. However, with Super Shift you choose the direction and distance and program the system to move the text.

Super Shift operates with Squeeze and Expand, Shift Character, Shift Word and Shift Row. How to use Super Shift with each of these functions is discussed in their respective paragraphs.

The locked and unlocked modes also affect Super Shift operation. With the locked mode, text following the cursor shifts. With the unlocked mode, only the character containing the cursor shifts.

7.4 BASIC EXAMPLES

The following paragraph lists some fundamental Text Editing functions for you to practice with.

Type the following sentence in a small-sized font so that it fits on to one line on screen:

"The quick, brown fox jumps over the lazy dog."

First experiment with the Shift Character and Shift Word functions, whereby one or more characters are shifted around the viewing area of the screen in a direction of your choice. Using the Cursor Move Keys, position the cursor over the letter "q". Press the SHIFT CHAR key and, while maintaining pressure, press the ↓ key down three times. The "q" moves down three scanlines.

Again, using the Cursor Move Keys, position the cursor over the letter "f". Enter the number 5 on the Address Keypad. Press SHIFT, and while maintaining pressure, SHIFT WORD and ↓ keys. The entire word "fox" moves down five scanlines. This time you used the "Super Shift" feature - a method of quickly shifting text by a distance and in a direction of your choice.

First press the ERASE key to clear the screen and then type:

"SCRIBE can display over 16 million colors."

Press the NEWLINE key and type the following:

"SCRIBE produces 1500 typefaces."

Leaving the cursor anywhere on this second line of text, press CNTL ↑. The two lines switch positions. Now press CNTL ↓. The two lines of text return to their original positions.

Move the cursor over the letter S in "SCRIBE". Press CNTL ____ (underline). Press the ____ key six times. The entire word "SCRIBE" is now underlined. Press the keystroke combination SHIFT ROW ↑ twice. The underline moves up two scanlines into the word "SCRIBE".

Leaving the cursor over the letter S in "SCRIBE", press DEL CHAR key. The S is erased leaving "SCRIBE" on screen. Now press INS CHAR key. The following text shifts to the right by one position. Press the letter S key to redisplay the word "SCRIBE" in the second sentence.

Press NEWLINE and type "Center Row Function". Press the CNTR ROW key. This line of text is now horizontally centered. Now press the CNTR PAGE key and all text on screen is centered horizontally as well as vertically.

7.5 TEXT MANIPULATION FUNCTION DESCRIPTIONS

The following paragraphs describe these Text Editing functions.

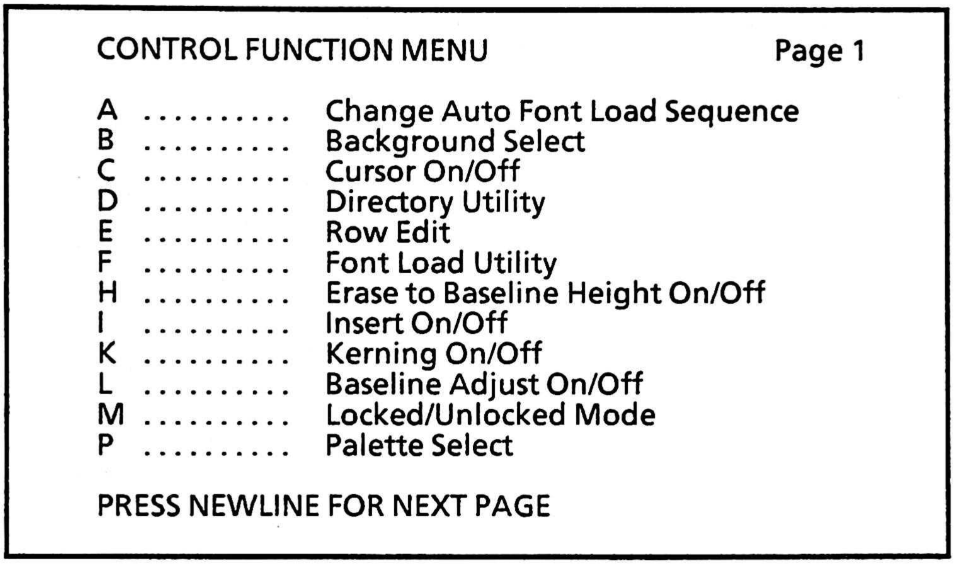
The Control Menu displays the available special functions. Press the CNTL key. Figure 7-1 shows Control Function Menu Page 1.

To select one of the displayed functions, press its corresponding key.

Or, to view more selections, press NEWLINE to display the Control Function Menu Page 2 (Figure 7-2).

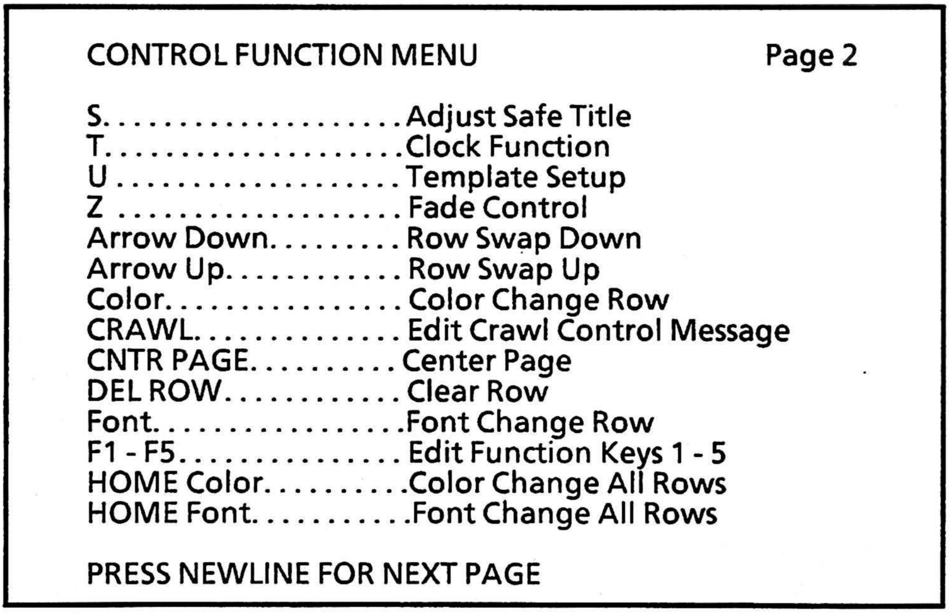
To view more selections, press NEWLINE again. Control Function Menu Page 3 appears (Figure 7-3).

As with the other Control Menus, press the key that corresponds to the function you want to use.



```
CONTROL FUNCTION MENU                          Page 1

A .......... Change Auto Font Load Sequence
B .......... Background Select
C .......... Cursor On/Off
D .......... Directory Utility
E .......... Row Edit
F .......... Font Load Utility
H .......... Erase to Baseline Height On/Off
I .......... Insert On/Off
K .......... Kerning On/Off
L .......... Baseline Adjust On/Off
M .......... Locked/Unlocked Mode
P .......... Palette Select

PRESS NEWLINE FOR NEXT PAGE
```

Figure 7-1. Control Function Menu Page 1



```
CONTROL FUNCTION MENU                          Page 2

S....................Adjust Safe Title
T....................Clock Function
U ...................Template Setup
Z ...................Fade Control
Arrow Down.........Row Swap Down
Arrow Up............Row Swap Up
Color................Color Change Row
CRAWL..............Edit Crawl Control Message
CNTR PAGE..........Center Page
DEL ROW............Clear Row
Font.................Font Change Row
F1 - F5...............Edit Function Keys 1 - 5
HOME Color..........Color Change All Rows
HOME Font...........Font Change All Rows

PRESS NEWLINE FOR NEXT PAGE
```

Figure 7-2. Control Function Menu Page 2

CONTROL FUNCTION MENU Page 3

RCD	Selective Record
READ	Load Fonts and Read
ROLL	Edit Roll Control Message
SHIFT CHAR	Squeeze/Expand Character
SHIFT WORD	Squeeze/Expand Word
SHIFT ROW	Squeeze/Expand Row
SHIFT F1 - F5	Edit Function Keys 6-10
TAB	Tab Set-Up
___	Underline

Figure 7-3. Control Function Menu Page 3

7.5.1 INSERT CHARACTER

Keycap: INS CHAR

Function Description

To insert a blank space on screen, use this function. To operate Insert Character:

1. Position the cursor where you want an extra space to appear.
2. Press the INS CHAR key.

The size of the space inserted is that of the space character of the current font selected. All text on the same row after the cursor shifts one position to the right. Now type the new character, or leave it as is if you want a blank space.

NOTE

Characters that are moved off the right side of the display (past pixel 1024) as a result of an Insert function will be deleted.

7.5.2 INSERT ROW

Keycap: INS ROW

Function Description

When you want to insert a blank row on screen:

1. Using the Cursor Direction keys, position the cursor where you want to insert a blank row.

2. Press the INS ROW key.

The row where the cursor is and all rows below it are moved down to make room for the new row. (The amount of space that the rows are shifted down is equal to the current font height.) Now continue typing new text.

NOTES

Rows that are moved off the bottom of the display (scanline 525/625) as a result of an Insert function will be deleted.

The screen will not display more than 24 rows of text. Therefore, you cannot insert a row if 24 rows are already displayed. If Insert Row is pressed, the last row on the screen is deleted to accommodate the inserted row.

7.5.3 DELETE CHARACTER

Keycap: DEL CHAR

Function Description

To delete a character (or a blank space) from the screen:

1. Position the cursor over the character you want to delete.

2. Press the DEL CHAR key.

The character disappears from the screen, and all characters to the right of the cursor shift one position to the left.

7.5.4 DELETE ROW

Keycap: DEL ROW

Function Description

To delete a row of text from the screen:

1. Position the cursor over any character on the row.

2. Press the DEL ROW key.

The row disappears from the screen, and all rows below it shift up one row.

7.5.5 CENTER ROW

Keycap: CNTR ROW

Function Description

To horizontally center a row of text within the Safe Title Margins:

1. Using Cursor Direction keys, position the cursor on the row to be centered.

2. Press the CNTR ROW key.

7.5.6 CENTER PAGE

Keycap: CNTR PAGE

Function Description

The Center Page function enables you to center all text within the Safe Title Margins horizontally and vertically. Press the CNTR PAGE key.

Press CNTL and CNTR PAGE keys to center all on-screen text horizontally.

7.5.7 BASELINE ADJUST ON/OFF

Keycap: CNTL L

Function Description

Normally, when a larger character is typed on a row of smaller characters, the other characters on that row (and those on subsequent rows) are moved down to accommodate the larger baseline.

The Baseline Adjust On/Off function allows the operator to specify whether or not this adjustment will occur. When set to ON (normal operation), baseline adjust will occur. When baseline adjust is set to OFF, no vertical adjustment will be made for new characters added on the display.

Baseline Adjust On/Off is a toggle function; to change the setting, press CNTL, then L.

7.5.8 UNDERLINE

Keycap: CNTL ____

Function Description

The Underline function enables you to display underline marks with or without text on screen. Not only can you type an underline, but you can also shift either a single underline character or an entire underline row around the screen in any one of four directions. In addition, you can insert and delete underlines and select other colors and font styles for underlines without having to exit this function.

Text already on screen is not affected while you're using the underline function. For instance, deleting an underline mark does not delete the text character above it. Likewise, when you delete a text character during Text Typing, the underline mark remains on screen.

Operating Instructions

You can select and use Underline functions only during display of an Underline Menu.

1. Press CNTL SHIFT ____ (underline) to display the first Underline Menu (Figure 7-4A) on the edit monitor.

2. Press the Space Bar to display the second Underline Menu, as shown in Figure 7-4B.

   (Pressing the Space Bar alternates between the two menu displays.)

3. Position the cursor where you want to display an underline mark on screen. (If text already exists on screen; the cursor will move over each character.)

4. Press a Font key and a Color key which correspond to the color and font style of the underline to appear.

5. Press SHIFT ____. the underline mark appears on screen in the font style and color selected in Step 4.

UNDERLINE FUNCTION

Mode: Locked Row: 1 Character: X

	Underline Character
Shift Row Left/Right	Shift Row Underline Left/Right
Shift Row Up/Down	Shift Row Underline Up/Down
Shift Char Left/Right	Shift Underline Left/Right
Shift Char Up/Down	Shift Underline Up/Down
Insrt Char	Insert Underline
Delet Char	Delete Underline
Space Bar	Next menu Page

Figure 7-4A. Underline Menu Page 1

UNDERLINE FUNCTION

COLS	Color Select
FNTS	Font Select
DELETE ROW	Delete Row Underline(s)
TAB	Move To Next Tab Column
COLOR FONT	Pick Up Color And Font
CNTL	Exit
Space Bar	Next Menu Page

Figure 7-4B. Underline Menu Page 2

6. Hold down the ____ key to extend the length of the underline as needed.

7. To delete one underline mark, press the DELET CHAR key.

or

To delete an entire underline row, press the DELET ROW key.

If the text already existed on screen, it is not deleted as long as an Underline Menu is displayed.

8. To insert an underline mark, first position the cursor where you want an underline. Then press INSRT CHAR. Any underline marks on the same row move to the right by one position. Press SHIFT ____.

9. To move an entire row of underlines, first position the cursor on the underline row you want to move. Then press SHIFT ROW key, along with one of the Cursor Move keys to indicate the direction the row moves towards. Press SHIFT ROW plus Cursor Move keys until the row has been positioned where you want it.

   or

   To move one underline mark, position the cursor over the desired mark on the row. Press SHIFT CHAR, along with one of the Cursor Move keys to indicate the direction the mark moves towards. Keep pressing SHIFT CHAR plus Cursor Move keys until the character has been positioned where you want it.

10. At any point of Underline operation, you can select another font style or color by pressing a Color or Font key.

    To quickly select another color and font, position the cursor over any other on-screen character and press COLOR FONT key.

11. If you previously set a tab, and want to move the cursor to the next tab column to type underlines, press the TAB key.

12. To exit at any point of underline operation, press the CNTL key. The program returns to Text Typing. Now when you edit text on screen, the underlines are not affected.

NOTES

Tabs affect underline operation. if you "tab over" to a justified tab column, then the underlines you type will be right, left or centered justified depending on the type of justification you selected during tab operation.

The following editing keys affect both text and underline characters: ERASE, DELET ROW, INSRT ROW, INSRT CHAR, CNTR PAGE and CNTR ROW.

Underline characters always have a lower priority than text characters on a row.

Error Message

ROW FULL - The row you're typing on cannot contain more than 63 characters (underlines and text). This may occur if you've extended the length of an underline using a small-sized font.

7.5.9 ERASE ROW

Keycap: CNTL, DELET ROW

Function Description

The Erase Row function allows you to erase the current row of text without shifting text in subsequent rows. (The DELETE ROW function, on the other hand, deletes the current row then shifts text up to fill the space.)

To use this function, move the cursor to the row to be erased, then press CNTL, DELET ROW. The current row will be erased.

7.5.10 ROW SWAP

Keycap: CNTL ↑
CNTL ↓

Function Description

An entire line of text can be swapped with the text on the lines above or below it with the Row Swap Up function as follows:

1. Type two lines of text.

2. With the Cursor Direction keys, move the cursor over any character on the second line of text.

3. Press CNTL ↑. (The row that contains the cursor is now above the other line.)

If you want to automatically switch the text on one row with the text on the following row, use the Row Swap Down function as follows:

1. With the Cursor Direction keys, move the cursor over any character on the first line of text.

2. Press CNTL ↓. (The row that contains the cursor is now below the other line of text.)

NOTES

If you press CNTL ↑ when the cursor is on the top row on the screen, then the last row swaps position with the top row.

If you press CNTL ↓ when the cursor is on the last row on the screen, then the top row swaps position with the last row.

If text row 2 overlapped text row 1, when the two rows are swapped, row 1 then overlaps row 2.

7.5.11 SQUEEZE AND EXPAND

Keycap: CNTL SHIFT CHAR → / ←
CNTL SHIFT WORD → / ←
CNTL SHIFT ROW → / ←

Function Description

Squeeze and Expand adds or deletes space between text characters, words, or rows. When text is moved apart, the adjustment is called "expansion", and space is added. When text is moved closer, the

5. Every time you press the ← key during Character Squeeze, the characters to the left of the cursor character move towards the cursor one pixel at a time. Also the characters to the right of the cursor move left towards the cursor by one pixel. Every time you press the → key during Character Expand, the characters surrounding the cursor character move away from it one pixel at a time.

6. Press CNTL to exit Character Squeeze and Expand and continue with typing text.

NOTES

Character expand does not shift after the first character on the row reaches the left of the display, and the last character reaches pixel location 1024.

Character Squeeze does not shift characters passed the cursor character.

"Super Shift" also operates with Character Squeeze and Expand. After entering Character Squeeze and Expand (CNTL SHIFT CHAR), enter an amount on the Address Keypad, press SHIFT, SHIFT CHAR, →.or ←. The character shifts by the amount you've entered on the Address Keypad.

7.5.11.2 Word Squeeze and Expand. This feature adjusts the spacing between all characters in the selected word. To operate Word Squeeze and Expand:

1. Using the Cursor Move keys, place the cursor over any character of a word whose spacing you want to adjust.

2. To squeeze the spacing, press the keystroke combination CNTL SHIFT WORD ←.

or

3. To expand the spacing, press the keystroke combination CNTL SHIFT WORD →.

4. As needed, continue to press the SHIFT WORD → keys for expansion, or SHIFT WORD ← keys for squeeze until the spacing has been adjusted as you want it.

5. Press CNTL to exit Word Squeeze and Expand and continue with typing text.

NOTES

Word Expand does not operate if a shift character shifts beyond pixel location 1024. Characters shift only up to this location.

Word Squeeze does not shift characters past the cursor character.

"Super Shift" also operates with Word Squeeze and Expand. After entering Word Squeeze and Expand (CNTL SHIFT WORD), → or ←. The word shifts by the amount you've entered on the Address Keypad.

7.5.11.3 Row Squeeze and Expand. This function adjusts the spaces between all characters on a row. Row Squeeze decreases the space between each character on the same row as the cursor. Row Expand increases the space between each character on the same row as the cursor. The space between each word however remains the same. To operate Row Squeeze and Expand:

1. Using the Cursor Move keys, move the cursor over any character on the row.

2. To squeeze spacing, press the combination CNTL SHIFT ROW ←.

or

3. To expand the spacing, press the keystroke combination CNTL SHIFT ROW →.

4. As needed, continue to press the SHIFT ROW → keys for expansion, or SHIFT ROW ← keys for squeeze until the spacing has been adjusted as you want it.

5. Every time you press the SHIFT ROW ← keys for Row Squeeze, the spacing is decreased. Every time you press the SHIFT ROW → keys for Row Expand, the spacing is increased.

NOTE

> Row Expand does not operate if a character shifts beyond pixel location 1024. Characters shift only up to this location.

"Super Shift" also operates with Row Squeeze and Expand. After entering Row Squeeze and Expand (CNTL SHIFT ROW), enter an amount on the Address Keypad, press SHIFT, SHIFT ROW, → or ←. The row shifts by the amount you've entered on the Address Keypad.

7.5.11.4 **Inter-Row Squeeze and Expand**. This function adjusts the space between each row from the cursor row down. To operate Inter-Row Squeeze and Expand:

1. Using the Cursor Move keys, place the cursor over a character on the row whose inter-row spacing will be adjusted.

2. To squeeze the spacing, enter the keystroke combination CNTL SHIFT ROW ↑.

or

3. To expand the spacing, enter the keystroke combination CNTL SHIFT ROW ↓.

4. As needed, continue to press SHIFT ROW ↓ for expansion, or press SHIFT ROW ↑ for squeeze until the spacing has been adjusted as you want it.

5. All rows below the cursor will also have their inter-row spacing expanded or squeezed.

6. Press CNTL to exit.

NOTE

"Super Shift" also operates with Inter-Row Squeeze and Expand. After selecting this function, enter an amount on the Address Keypad, and press SHIFT, SHIFT ROW ↑ or ↓. The row shifts by the amount you've entered on the Address Keypad.

7.5.12 ADJUST SAFE TITLE

Keycap: CNTL S

Function Description

This function enables you to alter the size and location of the safe title box, which is marked-off viewing box on screen where text appears. Safe title is adjusted one line at a time - left, right, top or bottom.

To operate this function, follow these steps:

1. Press CNTL S, and the Safe Title Menu appears (Figure 7-6).

ADJUST SAFE TITLE MENU

D	Reset to Default Size
B	Select Bottom Line
L	Select Left Line
R	Select Right Line
T	Select Top Line
Arrrow Left	Move Selected Line Left
Srrow Right	Move Selected Line Left
Arrow Up	Move Selected Line Up
Arrow Down	Move Selected Line Down
CNTL	Exit
ESC	Exit With No Changes

Figure 7-6. Safe Title Menu

2. Enter a number on the Address Keypad that designates how far a line will shift. (the right and left lines shift by pixel amounts, and the top and bottom lines shift by scanline amounts.)

3. Press the letter key that corresponds to one of the box's lines - L, R, T or B.

4. Select one of the Cursor Direction keys to indicate the direction the line will shift towards.

5. Continue to adjust each line one at a time until the box is resized to your satisfaction.

6. To reset the box to its default size, press "D".

7. If you want to exit and return the box to its size and location prior to Adjust Safe Title, press the ESC (Escape) key.

8. Press the CNTL key to exit once you've finished adjusting the box.

9. Erase the screen to reset your cursor. Now when you type, the characters display only within the adjusted safe title box, not the upper left portion of the viewing screen.

7.5.13 TABS

Keycaps: CNTL TAB

Function Description

The Tab function enables you to conveniently arrange text with an indentation or in a tabular format.

To execute any tab function, you must first enter the Tab Set-Up mode. Press CNTL TAB. The first Tab Set-Up Menu will be displayed (Figure 7-7). Press NEWLINE to view the second Tab Set-Up Menu (Figure 7-8). Each time you press NEWLINE you alternate between two menus.

```
                        TAB SET-UP

S  .....................  Set Tab Start Column/Row
E  .....................  Set Tab End Column
L  .....................  Left Justify
R  .....................  Right Justify
C  .....................  Center Justify
N  .....................  No Justify
D  .....................  Delete Tab
M  .....................  Tab Marker On/Off
X  .....................  Clear Tab for Current Row
U  .....................  Numeric Field
New Line...............  Display Next Menu Page
```

Figure 7-7. Tab Set-Up Menu Page 1

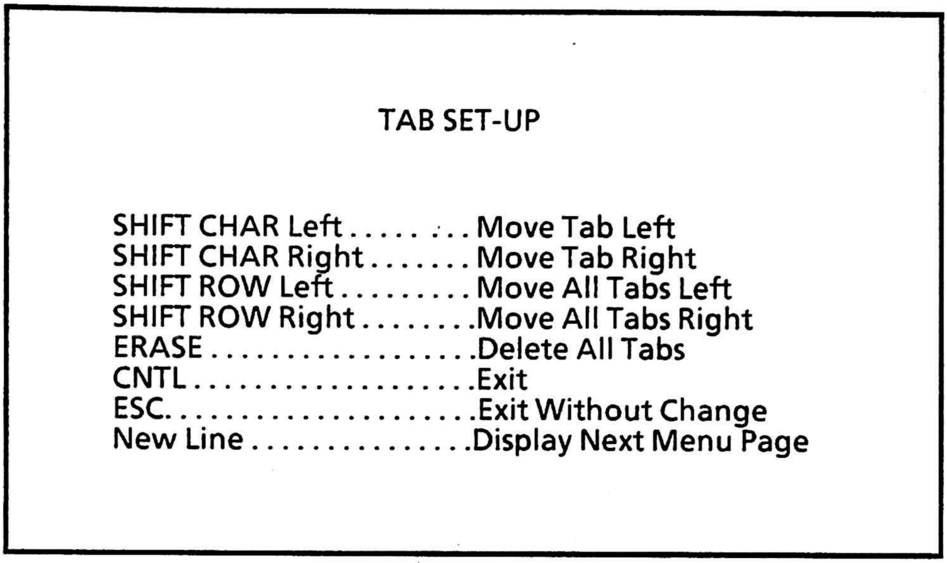
7.5.13.1 **(S) Set Tab Start**. To set a tab start for an indent or tab column:

1. Using the Cursor Move keys, position the cursor where you want to set a tab.

2. Press "S". A vertical line will designate tab location.

3. Repeat this procedure to set additional tabs across the row, if desired.

You can set a maximum of eight tabs across each row. The tab row and all rows below it will contain a tab at the same location. Rows above the tab row do not contain a tab. When complete, press CNTL to exit.



TAB SET-UP

SHIFT CHAR Left	Move Tab Left
SHIFT CHAR Right	Move Tab Right
SHIFT ROW Left	Move All Tabs Left
SHIFT ROW Right	Move All Tabs Right
ERASE	Delete All Tabs
CNTL	Exit
ESC.	Exit Without Change
New Line	Display Next Menu Page

Figure 7-8. Tab Set-Up Menu Page 2

7.5.13.2 **(E) Set Tab End**. The area between the tab start and right margin (or next tab start) is called the tab column. If you want to designate a narrower tab column than between the tab start and the right margin, you set a tab end. To set a tab end:

1. Using the Cursor Direction keys, position the cursor to the desired tab end location.

2. Press "E". A thin vertical line will indicate where the tab end exists.

3. Press CNTL to exit.

7.5.13.3 **(L) Left Justify**. Justification is a method for evening up text to the right, left or center within a tab column. Only text contained within each tab column is justified. Text outside of a tab column is not affected by justification.

With left justification, the first character in each line of text lines up immediately to the right of the tab. Figure 7-9 is an example of text with left justification.

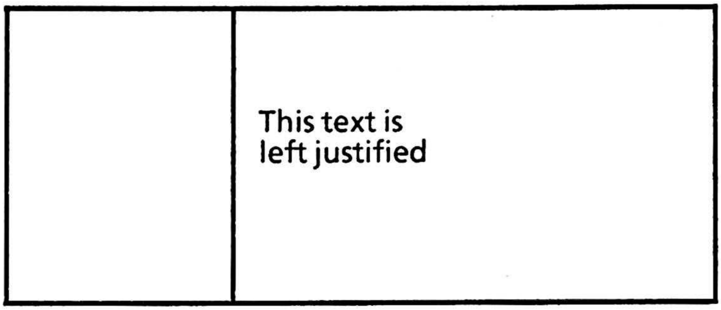


Figure 7-9. Left Justification Example

To display the example in Figure 7-9, follow these steps:

1. From the Tab Set-Up Mode, set a tab start by positioning the cursor about 1/3 across the length of the row. Then, press "S" key.
2. Now press "L" key to indicate left justification.
3. Exit the Tab Set-Up by pressing CNTL.
4. Press the TAB key to position the cursor over the tab start and type **"This text is"** and then press the NEWLINE key.
5. Press TAB again. Type **"left justified"** on the second line. Notice that the letters "T" in "This" and "l" in "left" line up directly one under the other.

7.5.13.4 (R) Right Justify. With right justification, the text displays with the last character on each row lined up directly one under the other. Only text within the tab column is right justified.

Figure 7-10 is an example of text with right justification.

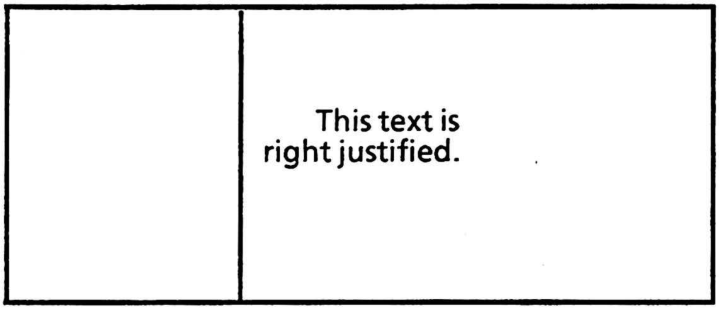


Figure 7-10. Right Justification Example

To display right justification:

1. From the Tab Set Up Mode, set a tab start by positioning the cursor about 1/3 across the length of the row. Press the "S" key.

2. Press the "R" key for right justification.

3. Exit Tab Set-Up by pressing CNTL.

4. Press the TAB key to position the cursor over the right margin. Type **"This text is"** and then press NEWLINE.

5. Press TAB again. Type **"right justified."** on the second line. Notice that the letters "s" in "is" and the period are lined up.

7.5.13.5 (C) Center Justify. The Center Justify function automatically centers text within a tab column one row at a time. Only text within a tab column is center justified.

Figure 7-11 is an example of text center justified.

To display the example in Figure 7-11, follow these steps:

1. From the Tab Set-Up Mode, set a tab start by positioning the cursor about 1/3 across the length of the row. Press the "S" key.

2. Press the "C" key for center justification.

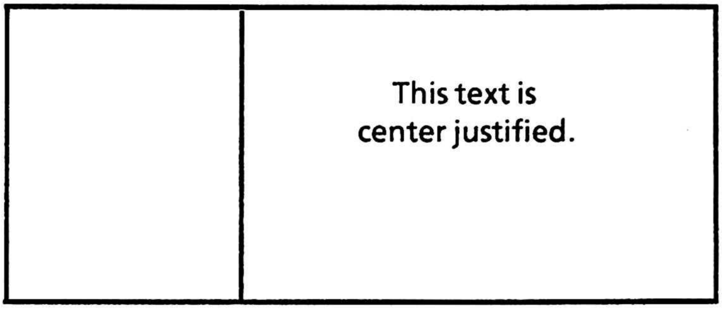


Figure 7-11. Center Justification Example

3. Exit Tab Set-Up by pressing CNTL.

4. Press the TAB key to position the cursor over the tab start. Type **"This text is"** and then press the NEWLINE key.

5. Press TAB again. Type **"center justified."** on the second line. Notice that each row of text is automatically centered within the tab column.

7.5.13.6 (M) Marker On/Off. Every time you set a tab start or a tab end, a vertical line extends down the length of the screen. To display these tab lines during text typing, press "M" key during the Tab Set-Up Mode. The cursor over the **Tab Marker On/Off** line in the Tab Menu moves from the work "Off" to "On". The tab lines will now display during text typing until you press the "M" key again and turn the lines "Off".

7.5.13.7 (D) Delete Tab. To delete a tab column, position the cursor inside the tab column to be deleted. Press the "D" key.

7.5.13.8 (N) No Justify. The No Justify function removes a previously set justification without deleting the tab setting.

From the Tab Set-Up Mode, press the TAB key until the cursor is over the tab setting. Then press the "N" key. Text will no longer be justified when you type in this tab column.

7.5.13.9 **Changing Justification.** To change a previously set tab justification attribute, move the cursor to that tab column and press the key that corresponds to the new justification (i.e. "C", "L", "R", "N").

7.5.13.10 **Move Tab Columns.** A single tab column can be moved to the right or left on a row. Position the cursor inside the tab column you want to move. Press the SHIFT CHAR key, and while maintaining pressure, the → key to move to the right, or the ← key to move to the left. Text as well as the tab setting will be shifted in the chosen direction. Press CNTL to exit.

To move all tab columns on the page, including tab settings and text, press the SHIFT ROW key, and while maintaining pressure, press the → key to move to the right, or the ← key to move to the left. Press CNTL to exit.

7.5.13.11 **(ERASE) Delete All Tabs.** To clear the screen of all tab settings, press the ERASE key during Tab Set-Up Mode.

7.5.13.12 **(CNTL) Exit.** To exit from any tab function, press the CNTL key. The program returns to typing text.

7.5.13.13 **Using the TAB key.** Now whenever you want to quickly indent to a designated on-screen location, press the TAB key. The cursor moves to the next tab setting.

When you press SHIFT and, while maintaining pressure, TAB keys, the cursor moves to the previous tab setting.

7.5.13.14 **(X) Clear Tab For Current Row.** To clear all tabs for one particular row, position the cursor on the row and press the "X" key.

7.5.13.15 **(U) Numeric Field.** If Numeric Field is selected for a tab column, all digits (0 - 9) will be centered inside the same width field. Therefore all digits will be aligned vertically from row to row. Numeric fields can be combined with any justification attribute. To select Numeric Field, move the cursor to the tab column, then press "U".

NOTE

> If you position the cursor within a tab column and press INS CHAR, then only characters within the column shift to the right. Likewise, if while within a tab column you press DEL CHAR, then only characters within the column shift to the left.

7.5.14 SHIFT CHARACTER

Keycaps: SHIFT CHAR →
SHIFT CHAR ←
SHIFT CHAR ↑
SHIFT CHAR ↓

Function Description

To shift a character to the right, left, up or down, first move the cursor over the character to be shifted. Then press:

1. SHIFT CHAR (and while maintaining pressure)

2. One of the four Cursor Direction keys.

The character moves one degree depending upon which of the following directions you select.

7.5.14.1 Shift Character Right (SHIFT CHAR →). With the locked mode, all characters to the right of the cursor shift one pixel at a time to the right. (Press CNTL M for locked mode operation.) With the unlocked mode, then only the cursor character shifts to the right. (Press CNTL M again for unlocked mode operation.)

7.5.14.2 Shift Character Left (SHIFT CHAR ←). With the locked mode, all characters to the right of the cursor shift one pixel at a time to the left. With the unlocked mode, only the cursor characters shifts to the left.

7.5.14.3 Shift Character Up (SHIFT CHAR ↑). The cursor character shifts up one scanline. Shift Character Up only operates with the cursor over a text character. It has no effect if the cursor is over a blank space.

7.5.14.4 **Shift Character Down (SHIFT CHAR ↓)**. The cursor must be over a text character for Shift Character Down to operate. the cursor character shifts down one scanline. In the locked mode, if the character is shifted below the last scanline of the row, then all the rows below are also shifted down.

7.5.14.5 **Super Shift**. "Super Shift" is a short-cut for shifting characters over a distance in the direction that you designate. Left and right character shifts are measured in pixel moves, and up and down character shifts are measured in scanline moves.

To use Super Shift:

1. Enter a number on the Address Keypad. (This value is the distance that the character will shift.)
2. Press SHIFT, SHIFT CHAR keys, and (while maintaining pressure)...
3. Press one of the four Cursor Move keys.

The character(s) will move in the chosen direction by the amount you've entered on the Address Keypad. Super Shift operates both in the locked and unlocked modes.

NOTES

Characters cannot be shifted past each direction's limit. A character shifts only up to the following specified limits for each direction:

Right	-	Pixel 1024 (525 systems); Pixel 1024 (625 systems)
Left	-	Left Edge of Display
Up	-	Top Edge of Display
Down	-	Scanline 525 (525 systems); Scanline 6251024 (625 systems)

In the locked mode, characters cannot be shifted beyond a tab column. Once tab column is detected, all shifting stops.

In the unlocked mode, tabs do not affect operation of Shift Character Right or Shift Character Left. (Characters can be shifted over tab columns in the unlocked mode.)

If the cursor is over a blank space in the locked mode during Shift Character Right or Shift Character Left, then all characters to the right also shift. Shift Character does not operate in the unlocked mode when the cursor is over a blank space.

If you overlap characters by the shift function, the last typed character will be the character on top.

7.5.15 SHIFT WORD

Keycaps: SHIFT WORD →
SHIFT WORD ←
SHIFT WORD ↑
SHIFT WORD ↓

Function Description

Shift Word enables you to move a word within a line of text to the right, left, up or down. Left and right shifts are measured in pixel moves, and up and down word shifts are measured in scanline moves.

To use Shift Word, first position the cursor over any character within the word you want to move. Then press:

1. SHIFT WORD and (while maintaining pressure)

2. One of the four Cursor Move keys.

The word moves one pixel or scanline in the direction you've selected.

7.5.15.1 Shift Word Right (SHIFT WORD →). The word containing the cursor shifts to the right in either locked or unlocked modes.

7.5.15.2 Shift Word Left (SHIFT WORD ←). The word containing the cursor shifts to the left in either the locked or unlocked modes.

7.5.15.3 Shift Word Up (SHIFT WORD ↑). In the locked mode, all rows below the cursor word shift up one scanline at a time. In the unlocked mode, only the cursor word shifts. In locked mode, words cannot be shifted above the first scanline in the row.

7.5.15.4 Shift Word Down (SHIFT WORD ↓). In the unlocked mode, all rows below the cursor word shift down one scanline at a time. In the unlocked mode, only the cursor word shifts.

7.5.15.5 Super Shift. "Super Shift" is a short-cut for shifting words on screen over a distance in the direction that you designate.

To use Super Shift:

1. Enter a number on the Address Keypad. (This value is the distance that the character will shift.)
2. Press SHIFT, SHIFT WORD keys and, (while maintaining pressure)
3. Press one of the four Cursor Direction keys.

The word(s) move in the selected direction by the amount you entered on the Address Keypad. Super Shift also operates in the locked and unlocked modes.

NOTES

Words cannot be shifted past each direction's limit. A word shifts only up to the following specified limits in each direction:

Right - Pixel 1024 (525 systems); Pixel 1024 (625 systems)
Left - Left Edge of Display
Up - Top Edge of Display
Down - Scanline 525 (525 systems); Scanline 625 (625 systems)

During Shift Word Right or Shift Word Left with the locked mode, words cannot be shifted beyond a tab column. With the unlocked mode, tabs do not affect operation of Shift Word Right or Shift Word Left.

The SCRIBE automatically determines the start and end of each word. It judges the length of a word when it detects a space larger than the spaces between characters in the cursor word. Be careful in the locked mode during Shift Word Left and Shift Word Right. If you shift a word into the space boundaries of a surrounding word and move the cursor, you'll end up reshifting the surrounding word along with the cursor word. Since you've decreased the size of the space between the two original words, the SCRIBE now "sees" only one word.

7.5.16 SHIFT ROW

Keycaps: SHIFT ROW →
SHIFT ROW ←
SHIFT ROW ↑
SHIFT ROW ↓

Function Description

With Shift Row all the characters on a line of text can be moved to the right, left, up or down.

To use the Shift Row, first position the cursor over any character on the line you want to shift. Then press:

1. SHIFT ROW, and (while maintaining pressure)

2. One of the four Cursor Direction keys.

The row moves one pixel/scanline in the directions you've selected.

7.5.16.1 Shift Row Right (SHIFT ROW →). With Shift Row Right, only the cursor row shifts one pixel at a time to the right. No other row is affected with Shift Row Right.

7.5.16.2 Shift Row Left (SHIFT ROW ←). With Shift row Left, only the cursor row shifts one pixel at a time to the left. No other row is affected with Shift Row Left.

7.5.16.3 Shift Row Up (SHIFT ROW ↑). In the locked mode, all rows below the cursor row shift up one scanline at a time. In the unlocked mode, just the cursor row shifts up.

7.5.16.4 Shift Row Down (SHIFT ROW ↓). In the locked mode, all rows below the cursor row shift down one scanline at a time. In the unlocked mode, just the cursor row shifts down.

7.5.16.5 Super Shift. "Super Shift" is a short-cut for shifting rows of text over a distance on screen in the direction that you designate.

To operate Super Shift for Shift Row:

1. Enter a number on the Address Keypad. (This value is the distance that the character will shift.)

2. Press SHIFT, SHIFT ROW keys and, (while maintaining pressure)...

3. Press one of the four Cursor Direction keys.

The row(s) will shift in the selected direction by the entered amount.

NOTES

Tabs do not affect operation of Shift Row Right or Shift Row Left.

If you overlap rows by the shift function, the row with the largest row number (the last-typed row) will be on top.

Rows of text cannot be shifted past each direction's limit. A row shifts only up to the following specified limit in each direction:

Right	-	Pixel 1024 (525 systems); Pixel 1024 (625 systems)
Left	-	Left Edge of Display
Up	-	Top Edge of Display
Down	-	Scanline 525 (525 systems); Scanline 625 (625 systems)

7.5.17 ROW EDIT

Keycaps: CNTL E

Function Description

With Row Edit, text from one row can be redisplayed onto another row on screen without retyping. Only one row of text can be redisplayed at a time.

To operate Row Edit:

1. Type some text on screen.

2. Press CNTL E to enter Row Edit. (The Row Edit Menu is shown in Figure 7-12 below.)

M	Mark Cursor Position
C	Copy From Mark To Cursor
D	Copy And Delete From Row
I	Copy Buffer To Row
CNTL......	Exit

Figure 7-12. Row Edit Menu

3. Using the Cursor Direction keys, position the cursor over the first character of the text you want to copy.

4. Press "M" to mark the start of Row Edit. The prompt on the monitor now reads POSITION MARKED.

5. Again using the Cursor Direction keys, position the cursor over the last character of the text you want to copy.

6. Press "C" to temporarily place all characters and spaces between the marked-off start and end of the text into a buffer. Or press "D" to copy the text into the buffer and erase it from screen. The prompting row now reads X CHARACTERS COPIED (where X = the number of characters).

7. Move the cursor to the location on screen where you want the text to be redisplayed.

8. Press "I" to insert the text from the buffer onto this location.

9. To redisplay the same marked-off text again, move the cursor elsewhere on screen. Press "I", and text is inserted here.

10. When complete, press CNTL again to exit Row Edit.

NOTES

> Text can only be copied from one row at a time. If the start of the marked text is moved to another row, the mark is erased.
>
> Each time you execute a Row Edit, the previous contents of the buffer are automatically erased.
>
> Do not move text beyond pixel location 1024. The text will be erased.

7.5.18 FONT CHANGE ROW

Keycaps: CNTL Font Key; CNTL HOME Font Key

Function Description

To redisplay a row of text in another font style:

1. Position the cursor on the first character in the text row.
2. Press CNTL and one of the eight font keys of the typestyle you want the text to be displayed in.

To redisplay all characters on screen in another font style:

1. Press CNTL, HOME and the font key of the typestyle you want the text to be displayed in.

7.5.19 COLOR CHANGE ROW

Keycaps: CNTL Color Key; CNTL HOME Color Key

Function Description

To redisplay a row of text in another color:

1. Position the cursor over the first character in the text row.
2. Press CNTL and one of the eight color keys you want the text to appear in.

To redisplay all characters on screen in another color:

1. Press CNTL, HOME and the color key you want the text to be displayed in.

7.5.20 INSERT ON/OFF

Press "I" during display of the Control Function Menu to key SCRIBE video (text) over program video. The cursor is positioned over the word "On" in the "Insert On/Off" line of the Control Function Page 1 Menu.

7.5.21 FADE

Fade enables the user to gradually key SCRIBE text over program video, but at a variable speed. Press "Z" during display of the Control Function Menu Page 1.

Operating instructions are included in Section 10, Recording and Reading Messages.

7.5.22 FUNCTION KEYS

Keycaps: CNTL F1 - F5; CNTL SHIFT F1 - F5

Function Description

The Function Key mode enables the user to enter and store any sequence of keystrokes into a Function Key List. When the list is recalled, by pressing the function key, a series of keystrokes will be executed.

You compose a Function Key Sequence by selecting keys on the keyboard in an order that would create the effect you want. For example, to move a word around the screen, you could select SHIFT WORD along with a Cursor Move Key.

The Function Keys are labeled F1 through F5 and are located at the upper-right portion of the keyboard. Each key consists of an upper bank and a lower bank. Therefore, there are actually 10 Function Keys, each of which hold up to 100 keystrokes.

Operating Instructions

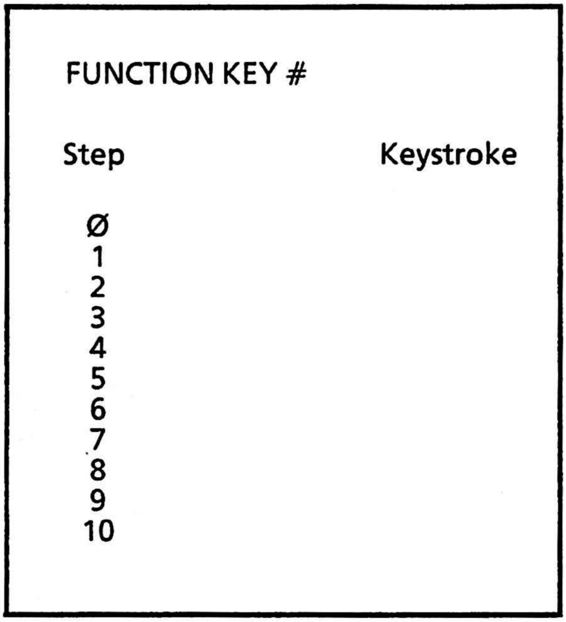
To compose a Function Key sequence:

1. Select a Function Key to store the sequence. Press CNTL and F1 (or F2, F3, F4, or F5) for the lower bank.

   or

   Press CNTL SHIFT, and while maintaining pressure, F1 (or F2, F3, F4 or F5) to select the upper bank.

The Function Key Menu (Figure 7-13) then displays on the edit monitor screen.



FUNCTION KEY #

Step Keystroke

0
1
2
3
4
5
6
7
8
9
10

Figure 7-13. Function Key Menu

2. Initially, the menu cursor is positioned over Step 0. Press ▮ to move the cursor into the Keystroke column.

3. Press a key and its abbreviation is entered into the list. The cursor automatically moves down to the next position in the Keystroke column.

4. Use the cursor keys to move the cursor within the list. To use cursor keys in the list, press "ALT" (Alternate) first, then the desired keystroke. *To enter the Alternate keystroke into the list, press "ALT" twice.*

5. Repeat Steps 3 and 4 as needed.

6. If you want to include more than 100 steps in the list, press the next unused Function Key at Step Number 99. Then enter additional steps into that Function Key.

7. To exit, reposition the cursor within the Step column, then press CNTL.

8. To recall a Function Key Sequence, press the Function Key you selected in Step 1.

7.5.22.1 Editing/Special Commands. Composing a Function Key Sequence is left entirely to your imagination. Whatever key you press is entered into the list. You can, however, edit the list to add or delete keystrokes or to include special commands.

The cursor must be over the Step column, otherwise these editing keys are included as keystroke entries! Use the following keys as needed to edit.

- INS ROW - Inserts a blank at the step number where you position the cursor. All successive keystrokes move down one step number.

- DEL ROW - Deletes a keystroke entry at the step where you position the cursor. All successive keystrokes move up one step number.

- HOME - Repositions the cursor to Step 0.

- W - Enters a "Wait For Keystroke" command into the stack. When the function key sequence is executed, the system will halt execution when this command is reached, and the system will prompt with "WAIT". To continue execution from this point, press any key.

- Address Keys - Used to directly select a step number. (For example, with the cursor within the first column, enter 99 on the Address Keypad to position Step 99 at the top of the list.)

- S - Used to enter Single Step mode. while the cursor is in the "Step" column, press "S". Then, press the spacebar once to execute each step in the function key sequence. If you press any other key, the system will exit from Single Step mode.

- ERASE - Clears out all keystroke entries from the list.
- ESC - Halts and exits the Function Key mode, without changing lists.

7.5.22.2 **Keystroke Capture**. If you want to see what the sequence looks like on screen before you recall it, use the "keystroke capture" feature. Keystroke capture is a way of entering data into a Function Key sequence one step at a time.

To use keystroke capture, press the RCD key with the cursor over the Step column.

You can use keystroke capture after you enter the Function Key mode (CNTL F1 RCD), or at any other point of composition. Once you select keystroke capture, every key you now press will display on screen and the keystrokes are entered into the list. the list, however, will not be shown on screen. The current step number in the function key list will be displayed in the lower right corner of the Prompt monitor.

To exit keystroke capture, press CNTL F1 (or whichever Function Key you first selected). All the keystrokes have been automatically inserted into the list from whichever step the cursor was when you selected keystroke capture.

7.5.22.3 **Recording Function Keys**. To record the Function Keys, exit by pressing CNTL and then press CNTL RCD F. (Refer to Section 10 for more information about the recording functions.)

7.5.22.4 **External Function Key Operation with GPI Interface**. The SCRIBE may be controlled externally by triggering keystroke sequences stored in Function Keys 9 and 10 from external switches or relays. The function keys are controlled through the SCRIBE General Purpose Interface (GPI). This feature provides the SCRIBE with a powerful method of system control.

For example, a function key sequence that includes a read-next command can be placed under function key F9 (or F10). A remote pushbutton can be run out to the newsroom set, allowing on-camera talent to synchronize SCRIBE displays with their presentations. Other applications of this feature may be found in edit-suite environments or in network system control.

The GPI Interface will control Function Keys F9 and F10 providing you make to following connections. To remotely execute Function Key 9, connect GPI pin 2 to pin 1. To remotely execute Function Key 10, connect GPI pin 4 to pin 3. Part I, paragraph 2.5 provides more information about this installation.

7.5.23 FLASH

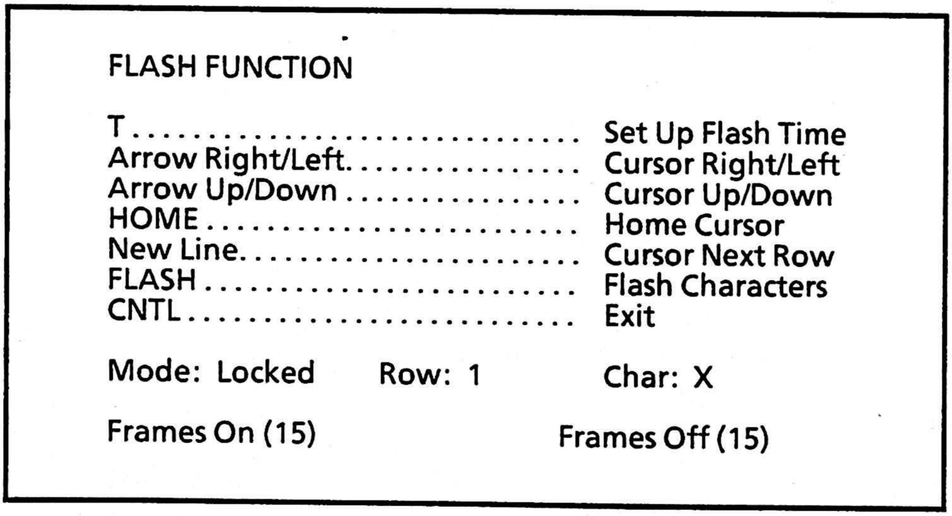
Keycap: FLASH

Function Description

This function enables you to display text flashing on and off screen in a timed sequence.

To set up flashing:

1. Press the FLASH key. This displays the Flash Menu (Figure 7-14) which lists the keys you can use during Flash operation.



```
FLASH FUNCTION

T................................ Set Up Flash Time
Arrow Right/Left................. Cursor Right/Left
Arrow Up/Down.................... Cursor Up/Down
HOME............................. Home Cursor
New Line......................... Cursor Next Row
FLASH............................ Flash Characters
CNTL............................. Exit

Mode:  Locked      Row:  1        Char:  X

Frames On (15)                  Frames Off (15)
```

Figure 7-14. Flash Menu

2. Use the Cursor Move Keys to position the cursor on the first character in the word to be flashed.

3. Initially, the duration of a flash is 15 frames. (Frames On (15) Frames Off (15) is displayed on the bottom of the edit monitor screen.) Fifteen frames equals approximately 1/2 second.

   To change the length of time that text flashes on and off screen, first press the "T" key.

   System Response: PRESS NEW LINE TO SET FRAME TIME

4. Using Cursor Move Left and Right keys, position the cursor over the Frames On field. Enter a number between 0 and 99 on either keypad for the length of time the text remains on screen. Then move the cursor over the Frames Off field. Enter a number between 0 and 99 that equals how long the text disappears from view on screen.

5. Press the NEWLINE key to set the new time.

6. Press the FLASH key a second time to start the flash. Every character from the cursor to the first blank space at the right begins flashing.

7. To turn off the flash, reposition the cursor over the character you selected in Step 2. Press the FLASH key again.

NOTE

You can recall a recorded text message as a flash by this procedure:

1. Set up flashing text by following the above instructions and exit the function.

2. Press RCD.

3. When you recall the message, just press the FLASH key. The program automatically applies the last selected flash time.

SECTION 8

COLOR APPLICATIONS

8.1 INTRODUCTION

Part of the SCRIBE's versatility includes its extensive color display capabilities. The SCRIBE can produce up to 16.7 million colors, out of which a combination of any 248 colors can be displayed on screen as character colors. In addition, these colors can be used for background display without interfering with character color.

Section 8, "Color Applications," is divided into Character Palette Function and Background Palette Functions. With the Character Palette Function, you'll learn not only how to choose colors for the body of the character, but also how to choose colors for the edge surrounding the character. With the Background Palette Function, you'll have the capability to design a background pattern scanline by scanline without interfering with on-screen text.

Both of these functions operate on the "HSI Concept". We've provided background information on the basics of HSI prior to the operating instructions for Palette and Background functions. We advise that you first familiarize yourself with the principles of HSI before proceeding to Background and Palette functions. The following paragraph explains the HSI Concept.

Paragraph 8.3 describes how to choose colors from the Character Palette Function. Paragraph 8.4 describes how to select colors and display them on the background behind text.

8.2 HSI CONCEPT

The SCRIBE palette operates on the "HSI Concept," which is a method of selecting colors from a spectrum of adjustable hue, saturation and intensity levels. A particular color is "composed" by choosing combinations of hues, saturations, and intensities.

Try to imagine the HSI Concept as a method of adjusting the color mixing controls on your television set. Hue is similar to the TINT control.

Saturation is similar to the COLOR control. Intensity is similar to the BRIGHTNESS control.

In particular, when you adjust the hue, the color gradually varies between the three primary colors - from red to green to blue, and back to red. There is a multitude of degrees between each primary color. Hue differentiates one color from another.

Saturation determines the amount of "white" in a color. It is saturation that distinguishes a royal blue from a sky blue. Royal blue contains a high saturation level, whereas sky blue has a low saturation level.

Intensity makes the color brighter or darker. A fire-truck red has a high intensity level, while a burgundy red has a low intensity level.

Hue operates in conjunction with saturation and intensity. Even though a great number of hues exist, every time you change one level of saturation or intensity (or both), you "open up" to an even greater number of color combinations. Frequently, the difference between two similar colors is hardly visible to the human eye. But there is a difference (however subtle), as long as the hue, saturation or intensity levels have been changed.

8.3 CHARACTER PALETTE

Keycaps: CNTL P

Function Description

With Character Palette Mode operation, you select colors for characters display from a selection of 16.7 million colors. You choose the color for the body of the character to be displayed in, and also the color for the character's edge.

8.3.1 OPERATING INSTRUCTIONS

Enter the Palette Select Mode by pressing CNTL P.

Colors are produced by using the HSI Concept of mixing colors. The first basic step is to establish a color's hue. Then select saturation and intensity. Once you've displayed an appropriate color, "load" it into a Color Key so that you can later select it for character or background display.

8.3.1.1 Choosing a Hue. The Color Spectrum displays color chips in 10-degree hue increments. This leaves several ranges of hues that are not displayed between one color chip and the following color chip. You can, however select hues between two colors by this procedure:

1. Using the Cursor Move Keys, position the spectrum cursor over a color chip on the first three rows.

2. Press SHIFT CHAR and, while maintaining pressure, → (to increase) or ← (to decrease) the hue.

You may not have detected a change in the Current Color box because the difference was so slight. Glance at your edit monitor and you'll notice that the Hue: value in the Palette Values Prompt increased or decreased by one unit. However, a new color was produced by your changing its hue.

To change the hue by more than one unit, use the Super Shift feature as follows:

- Enter a number between 1 and 9 on the Address keys.
- SHIFT
- SHIFTCHAR → or ←.

You can also change the displayed gray values by more than one unit. Position the cursor over a gray value chip and press SHIFT CHAR → (to increase) or ← (to decrease). The above Super Shift procedure also operates for changing gray values by more than one unit.

8.3.1.2 Choosing a Saturation. The saturation of a color is the amount of "white" in it. Compare, for example, sky blue and royal blue. They're both from the blue spectrum row, but royal blue has a higher saturation level than sky blue. Follow this procedure to change a color's saturation:

1. Using the Cursor Move Keys, position the spectrum cursor over one of the chips.

2. Enter a number on the address keypad that equals the amount the saturation will be adjusted by.

3. Press "S".

4. Press the "H" key to increase, or the "L" key to decrease the saturation.

As with hue adjustment, a single-unit change is barely visible, but as long as the numerical value in the Sat: field is different, you know that you have created another color.

8.3.1.3 **Choosing an Intensity**. Intensity determines how bright or dark a color is. A light pink has a high intensity level, while a burgundy red has a low intensity level. Follow this procedure to change a color's intensity:

1. Using the Cursor Move Keys, position the spectrum cursor over one of the chips.

2. Enter a number on the Address Keypad that equals the amount the intensity will be adjusted by.

3. Press "I".

4. Press "H" to increase, or "L" to decrease the intensity.

As with hue and saturation adjustment, a single-unit change is barely visible, but as long as the numerical value in the INT: field increased or decreased, you know that you have created another color.

8.3.1.4 **Loading Character Colors**. Loading is a process of selected a particular color and placing it into the system for display.

To load a color, first position the spectrum cursor over the color chip in the Color Spectrum. Press one of the eight Color Keys - RED, MGTA, BLUE, CYAN, YEL, GRN, WHT or BLK. Notice that the inner portion of the Character Color box now contains this color. Repeat this procedure for the remainder of the Color Keys.

8.3.1.5 **Loading Edge Colors**. In addition to loading colors for character display, you can also load colors for the character edges.

Press "E" (for edge) followed by one of the Color Keys. Look at the Color Spectrum and you'll notice that the outer portion of one of the eight Character Color boxes contains this color. The Character Color box on screen corresponds in position to the Color Key that you pressed on the keyboard.

Press "E" again to exit Edge Select.

8.3.1.6 Resetting Colors. To reset the default colors (red, magenta, blue, cyan, yellow, green, white and black), press "R". Characters and edges display in these colors when you exit Palette Select and return to typing text.

8.3.1.7 Color Pick-Up. To automatically pick-up the color and set the spectrum to the color stored under a color key, press the COLOR FONT key and then one of the eight color keys. The spectrum cursor flashes over the color chip that matches the color loaded under the color key you pressed.

8.3.1.8 Exiting. To exit Character Palette Select, press CNTL. All the colors you've loaded are now included for character and edge display during Text Typing.

To exit and reset the colors you were using before you selected new colors, press the ESC key.

8.3.2 PALETTE DISPLAYS

The Palette Mode provides you with a color spectrum, several menu pages and a Palette Values Prompt. These three displays appear on screen and the edit monitor after you press CNTL P on the keyboard.

8.3.2.1 Color Spectrum. A color spectrum, consisting of four horizontal rows, appears in the lower third of the screen. Each row is sub-divided into 12 color chips. The 48 color chips are reflections of hues.

The color spectrum appears as in Figure 8-1.

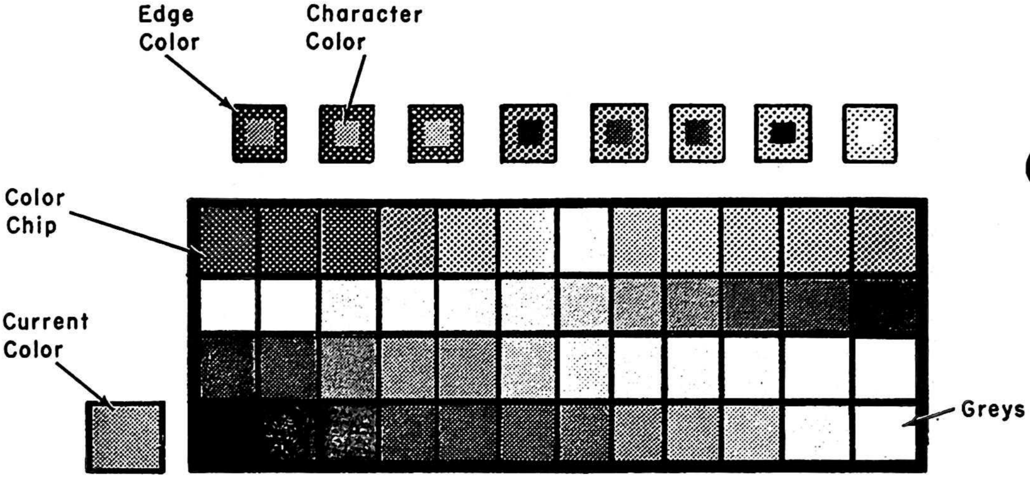


Figure 8-1. Color Spectrum

To components of the color spectrum are:

Character Color - These eight boxes, located directly above the four rows of hue, display the colors currently loaded in the eight Color keys. The Character Color boxes correspond in direct position to the Color keys on the keyboard. The inner portion of the box displays the color for characters.

Edge Color - The outer portion of each of the eight boxes refers to the color selected for an edge. The Edge Color boxes correspond in direct position to the Color Keys.

Spectrum Cursor - This is the flashing cursor that you move over the four rows of the spectrum to select colors.

Current Color - The large box to the left of the four rows contains the spectrum cursor. Press one of the Cursor Direction keys and the Current Color reflects the chip that the cursor is over.

1st Row (0° - 110°) - These first 12 chips are hues for the primary color red. They are displayed 10-degree increments. "Pure" red is the very first chip - a hue value of 0°. The chip to its right has a hue value of 10°; the third, a value of 20°, etc.

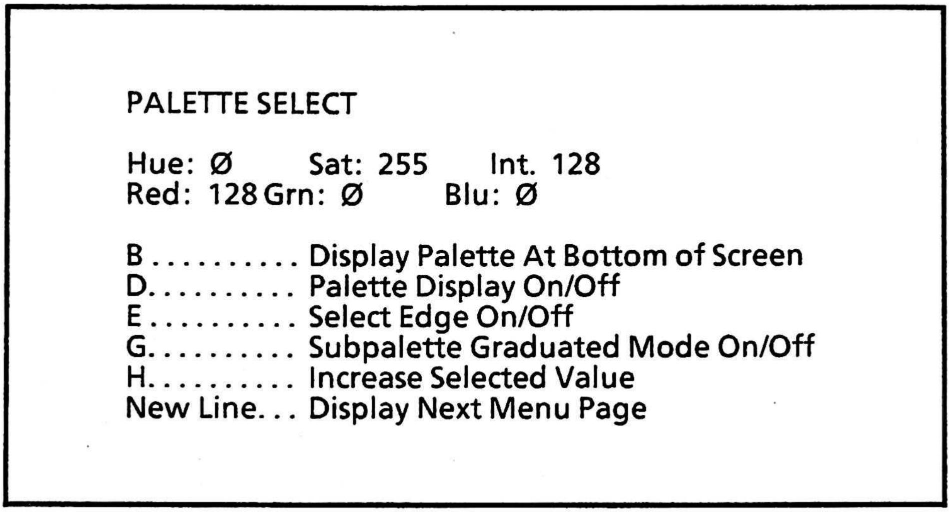
2nd Row (120° - 230°) - These 12 chips are hues for the primary color green. They are displayed in increments of 10 degrees. "Pure" green is the first chip on this row - a hue value of 120°. The chip to its right has a hue value of 130°; the third, a hue value of 140°; etc.

3rd Row (240° - 350°) - These 12 chips are hues for the primary color blue. They are displayed in 10-degree increments. "Pure" blue is the first chip on this row - a hue value of 240°. The chip to its right has a hue value of 250°; the third, a value of 260°, etc.

4th Row - These 12 chips are gray levels, which are composed of equal (or nearly equal) parts of each primary color.

If the Color Spectrum interferes with your viewing, press the "T" key to move it to the top of the screen. Press the "B" key to reposition the spectrum back to the bottom portion of the screen. To erase it from screen, press the "D" key. (Pressing D again redisplays the spectrum.) Press the "R" key to reset the default colors back in the Color Spectrum.

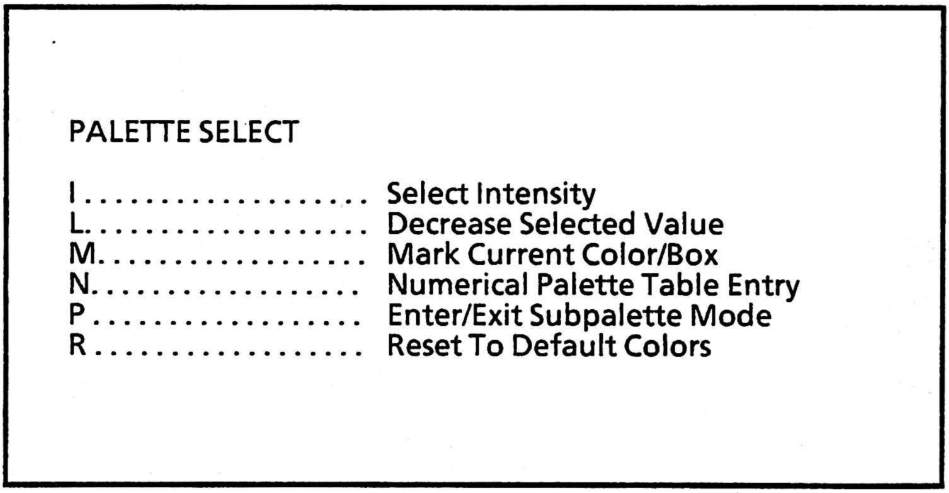
8.3.2.2 Menu Pages. After you've entered the Palette Mode, two menus display on the edit monitor, one at a time. The listings are keys used in palette operation.



```
PALETTE SELECT

Hue: 0        Sat: 255      Int. 128
Red: 128 Grn: 0             Blu: 0

B.......... Display Palette At Bottom of Screen
D.......... Palette Display On/Off
E.......... Select Edge On/Off
G.......... Subpalette Graduated Mode On/Off
H.......... Increase Selected Value
New Line... Display Next Menu Page
```

Figure 8-2. Palette Menu Page 1

Press the NEWLINE key to display another Palette Menu page in this order:



```
PALETTE SELECT

I.................. Select Intensity
L.................. Decrease Selected Value
M.................. Mark Current Color/Box
N.................. Numerical Palette Table Entry
P.................. Enter/Exit Subpalette Mode
R.................. Reset To Default Colors
```

Figure 8-3. Palette Menu Page 2

PALETTE SELECT

S	Select Saturation
T	Display Palette At Top Of Screen
Arrow Left	Move Palette Cursor Left
Arrow Right	Move Palette Cursor Right
Arrow Up	Move Palette Cursor Up
Arrow Down	Move Palette Cursor Down

Figure 8-4. Palette Menu Page 3

PALETTE SELECT

S	Select Saturation
T	Display Palette At Top of Screen
Arrow Left	Move Palette Cursor Left
Arrow Right	Move Palette Cursor Right
Arrow Up	Move Palette Cursor Up
Arrow Down	Move Palette Cursor Down

Figure 8-5. Palette Menu Page 4

Pressing NEWLINE during display of Palette Menu Page 5 rotates the sequence back to Page 1.

```
PALETTE SELECT

Color Keys ....... Set System Color/Edge
CNTL ............. Exit
Color/Font ....... Set Palette To Color Key Value
```

Figure 8-6. Palette Menu Page 5

8.3.2.3 Palette Values Prompt. The edit monitor also displays HSI (Hue, Saturation, and Intensity) and RGB (Red, Green and Blue) numerical values as shown in the following prompt:

```
PALETTE SELECT

Hue:  0      Sat:  225      Int:  128
Red:  128    Grn:  0        Blu:  0
```

The first line is the HSI values of a selected color and the second line is its RGB values. SCRIBE automatically converts HSI values into RGB values. Using the Cursor Move keys, practice moving the spectrum cursor over displayed color chips. You'll notice that both HSI and RGB values automatically update along with each cursor move.

8.3.3 SUBPALETTES

When using subpalette, the character and edge color icons become the first two of the 31 available colors for multi-color character use. Figure 8-7 shows an example of the 29 additional colors in the subpalette spectrum.

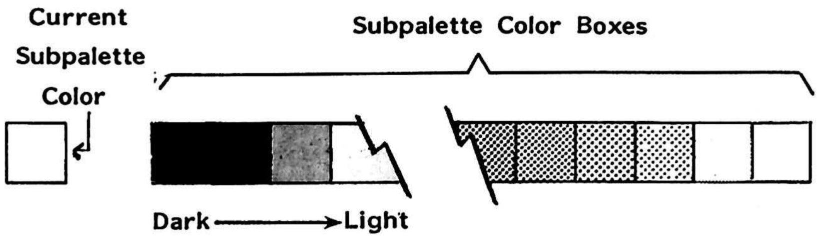


Figure 8-7. Subpalette Spectrum

Each of the eight palette keys contain its own subpalette which displays the 31 different colors that a multi-color character can contain. This function, however, enables you to substitute any other color from the standard palette spectrum into a subpalette spectrum.

8.3.3.1 Operating Instructions. To enter new colors into a subpalette:

1. Press CNTL P to enter Palette Select.

2. Press the "P" key again.

   System Response: Entering Subpalette Mode, Select Color Key

3. Press one of the eight Palette Keys, that corresponds to the subpalette you want to change.

   System Response:

   Subpalette Magenta Selected Color Position: 3
   Hue: 300 Sat: 247 Int: 255
   Red: 255 Grn: 8 Blu: 255

   Space Bar Places Current Palette Color In Subpalette

   (The keycap light illuminates. In addition, the subpalette spectrum you selected displays below the standard color spectrum. The subpalette cursor is initially positioned over the first subpalette color box - Color Position 3.)

4. Select a color from the standard color spectrum to load into the subpalette spectrum. (Use the Cursor Move Keys to position the cursor over the color boxes.)

5. If needed, adjust the hue, saturation and intensity levels of the color spectrum. (Refer to paragraph 8.3.1 for operating instructions.)

6. To load the selected color from the standard spectrum into the subpalette spectrum, press SHIFT ROW → or ← to move the subpalette cursor over one of the 29 color boxes.

   System Response: The Color Position field number increases with every SHIFT ROW → keystroke combination.

7. Press the Space Bar to place the selected color from the standard palette spectrum into the subpalette spectrum.

8. Repeat Steps 4 through 7 for as many color boxes in the subpalette spectrum as you'd like to change.

9. If desired, switch to another subpalette and load in new colors at any point of operation by pressing the Palette key that corresponds to the subpalette you want to change. Then, repeat Steps 4 through 8.

10. To exit subpalette, press "P".

8.3.3.2 **Graduated Subpalettes**. You can also select colors for the subpalette in a graduated shading whereby the color boxes automatically display with a subtle difference in coloring. The operator selects two colors from the standard spectrum and how many subpalette boxes will be gradually colored. The SCRIBE then calculates what the intermediate colors will be.

To produce a graduated subpalette:

1. Press the "G" key during Subpalette Select operation.

   System Response: Mark Starting Color/Box

2. Select a color from the standard color spectrum which will be the first color transferred into the subpalette spectrum. (Use the Cursor Move Keys to position the cursor within the standard palette spectrum.)

3. Select a subpalette box to contain the starting color. (Press the keystroke combination SHIFT ROW → or ← to move the subpalette cursor over the subpalette boxes.

4. Press the "M" key.

   System Response: Mark Ending Color/Box

5. Select a second color from the standard palette spectrum which will be the ending color.

6. Select a second subpalette box to contain the ending color selected in Step 5.

7. Press "M" again.

   System Response:

   Space Bar Places Current Palette Color in Subpalette XX Boxes Generated

   (XX = number of boxes you selected in Step 6.) The subpalette spectrum changes to a graduated shading between the two colors you chose.

NOTE

A starting box # in the subpalette that is larger than an ending box # will produce wrap around of the subpalette.

8.3.3.3 **Numerical Palette Table Entry**. Instead of selecting colors for the subpalette from a spectrum display, you can enter RGB numbers representing the 31 colors you want in a subpalette.

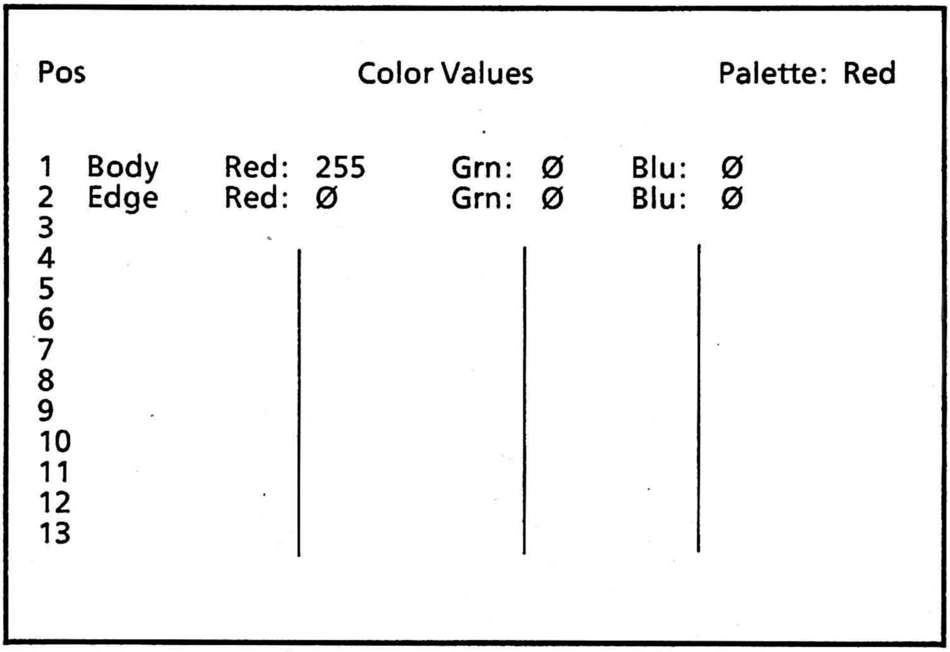
To select and enter RGB values numerically:

1. Press one of the eight Palette Keys during subpalettes operation.

   System Response: The LED on the keycap illuminates on the key you pressed.

2. Press the "N" key.

   System Response: The Numerical Palette Table appears on screen as in Figure 8-8.



```
Pos                      Color Values                 Palette: Red

1  Body     Red: 255       Grn: 0       Blu: 0
2  Edge     Red: 0         Grn: 0       Blu: 0
3
4               |              |            |
5               |              |            |
6               |              |            |
7               |              |            |
8               |              |            |
9               |              |            |
10              |              |            |
11              |              |            |
12              |              |            |
13              |              |            |
```

Figure 8-8. Numerical Palette Table

The Pos (Position) column refers to the 31 colors available in a subpalette. The table first displays color positions 1 through 13.

3. Press → to move the cursor to the **Red** field in the Color Values column. Using the Address Keys, enter a three-digit number

(not exceeding 255) for the Red component in the first selected color to be changed.

(If the cursor is within the first line - Position 1 - then the RGB components you change will be for the body of the character. If the cursor is within the second line - Position 2 - then the RGB components you change will be for the edge of the character. All other positions are for multicolor characters.)

4. Press → to move the cursor over to the **Grn** field in the Color Values column. Using the Address Keys, enter a three-digit number (not exceeding 255) for the Green component in the first color you selected to change.

5. Press → to move the cursor over to the **Blu** field. Using the Address Keys, enter a three-digit number (not exceeding 255) for the Blue component in the first color you selected to change.

6. Press → or ↓ to move the cursor to the next color position down.

7. Repeat Steps 3 through 5 for the color position you just selected.

8. To select color positions 14 through 31, press ↓ with the cursor over color position 13.

   System Response: The color positions scroll up by one number each time you press ↓ with the cursor at the bottom of the Pos column.

9. Enter RGB values for as many color positions as you want, up to 31.

10. To exit the Numerical Palette Entry feature, press either the CNTL or ESC key.

    System Response: The program returns to the point you left off during Palette Select operation.

8.4 BACKGROUND PALETTE

Keycaps: CNTL B

Function Description

In Background Palette mode you select the color or colors for the display background. You have a variety of choices; i.e., a single color over the entire screen, a combination of colors, or even fill every scanline with a different color. Text is not affected by this function; whatever you had typed on screen will not be erased by the background color.

8.4.1 OPERATING INSTRUCTIONS

To operate Background Palette Mode, follow this procedure:

1. Press CNTL B.

2. Select a color from the spectrum. Using the Cursor Move Keys, position the spectrum cursor over one of the color chips.

3. Adjust this color's hue, saturation and intensity, if needed.

4. Enter a number between 1 and 487 on the Address Keys. This number equals the amount of scanlines to be colored. (Entering 487 equals full-screen coverage for 525 systems.)

5. Press the Space bar. The color chosen in Steps 2 and 3 is painted down the screen by the number of scanlines entered in Step 4.

6. To return the background cursor to the Home position (Line 0), press the HOME key.

7. Press CNTL to exit Background Palette Mode.

"See through" (video passes through the display) can be used instead of a color chip selection. Press the ERASE key at Step 2 for "see through". If the background cursor is in the Home position, then the entire screen is erased to "see through". Otherwise, the value on the keyboard LEDs will be the amount of scanlines erased.

If the Color Spectrum interferes with your viewing, press "T" to move it to the top of the screen. Press "B" to reposition the spectrum back to the bottom portion of the screen. To erase it from screen, press "D". (Pressing "D" again redisplays the spectrum.) Press "R" to reset the default colors back in the Color Spectrum.

(Pressing the ESC key exits Background Mode without displaying the newly selected background. Whatever background appeared when you originally entered Background Mode is what will now be displayed.)

Use the COLOR FONT key during the Background Mode to reset the spectrum cursor over the color chip that matches the background color.

The spectrum cursor will match whatever color the background cursor is over when COLOR FONT is pressed. In addition, the RGB and HSI values at the top of the menu are reset to match the new color.

8.4.2 BACKGROUND DISPLAYS

The Background Palette also operates on the HSI Concept. As with the Character Palette, colors are selected from the Color Spectrum, similar to Figure 8-1. (The Character Color boxes at the top-most of the spectrum are not included in the Background Color Spectrum.) The Background Color Spectrum appears in the lower third of the screen. In addition, you'll notice that a small background cursor flashes on screen. This is a visible indicator for you to spot where a color will appear on the background.

Four menus display on the edit monitor, one at a time. The listings on each menu are the keys used in background operation. Also, a Background Values Prompt appears above each menu page. The first line of the prompt is the HSI values of a selected color and the second line is its RGB values. The SCRIBE automatically converts HSI values into RGB values.

Figure 8-9 displays Background Menu Page 1.

Press NEWLINE and Background Menu Page 2 (Figure 8-10) displays.

```
BACKGROUND SELECT

Hue:  0           Sat:   255         Int:   128
Red:  128         Grn:   0           Blu:   0
LINE: 0

B............  Display Palette At Bottom of Screen
C............  Copy Mode On/Off
D............  Palette Display On/Off
G............  Graduated Mode On/Off
H............  Increase Selected Value
I.............  Select Intensity
L.............  Decrease Selected Value
M............  Mark Current Scanline
Newline......  Display Next Menu Page
```

Figure 8-9. Background Menu Page 1

```
BACKGROUND SELECT

P ..............  Paste Mode
R................ Reset to Default Colors
S................ Select Saturation
T ................  Display Palette At Top Of Screen
Arrow Left.......  Move Palette Cursor Left
Arrow Right......  Move Palette Cursor Right
Arrow Up........  Move Palette Cursor Up
Arrow Down.....  Move Palette Cursor Down
New Line ........  Display Next Menu Page
```

Figure 8-10. Background Menu Page 2

Press NEWLINE again and Background Menu Page 3 (Figure 8-11) displays.

BACKGROUND SELECT

ERASE	Erase Current Line
HOME	Move Background Cursor To Line 0
HOME ERASE	Erase Screen
Space Bar	Change Color Of Current Line
SHIFT CHAR Left	Decrease Hue
SHIFT CHAR Right	Increase Hue
SHIFT CHAR Up	Move Background Cursor Up
SHIFT CHAR Down	Move Background Cursor Down
New Line	Display Next Menu Page

Figure 8-11. Background Menu Page 3

Press NEWLINE again and Background Menu Page 4 (Figure 8-12) displays.

BACKGROUND SELECT

COLOR FONT	Pickup Color of Current Line
CNTL	Exit
ESC	Exit Without Change
NewLine	Display next Menu Page

Figure 8-12. Background Menu Page 4

8.4.3 GRADUATED BACKGROUNDS

A graduated background is an effect with a very subtle shading transition between two colors, almost as if the colors had been gently "mixed" together. The operator selects just two colors from the spectrum, and how much of the screen the background will occupy. You can fill the entire screen or smaller portions, as desired. The SCRIBE then calculates the remainder of the operation - which intermediate colors will be displayed, and how much of the screen each color will occupy.

To produce a graduated background:

1. Press the "G" key.

   System Response: Select Color Then Mark
   Starting Scanline

2. Select a starting color by moving the spectrum cursor over one of the color chips. As needed, adjust the color's hue, saturation or intensity.

3. Using keystroke combination SHIFT CHAR ↓, position the background cursor on the scanline where the graduated pattern will begin. (Press HOME if you want the pattern to begin at the top of the screen.)

4. Press the "M" key.

   System Response: Select Color Then Mark
   Ending Scanline

5. Again, use keystroke combination SHIFT CHAR ↓ to place the cursor on scanline where pattern will end.

   or

   With the cursor at the Home position, press SHIFT CHAR and (while maintaining pressure) ↓ keys to include the full screen from the Home position.

6. Select another color from the spectrum for the ending color. (Adjust its HSI values as needed.)

7. Press "M" again. The SCRIBE then displays a graduated background, filling every marked-off scanline with a graduated mix of coloring. The more space between the starting and ending points, the softer the effect.

Graduated Mode automatically turns off at end. If the ending scanline starts before the starting scanline, then the graduated effect will wrap around the bottom of the screen to the starting scanline. If you want to exit Graduated Mode before completion, then press "G". No graduated background will be displayed.

8.4.4 COPY/PASTE MODE

A portion of a graduated background can be automatically copied onto another portion of the screen. To execute the Copy/Paste Mode:

1. Press "C" to turn on the Copy Mode.

   System Response: Mark Starting Line

2. Position the cursor over the first scanline color to be copied. Press the HOME key if you want to copy from the top of the pattern. Use the keystroke combination SHIFT CHAR ↓. Or use the Super Shift feature to quickly reposition the cursor.

3. Press the "M" key.

   System Response: Mark Ending Scanline

4. Position the cursor down to the last scanline color to be copied. Use the keystroke combination SHIFT CHAR ↓.

5. Press "M" again.

   System Response: XXX SCANLINES COPIED

6. Move the background cursor down by pressing SHIFT CHAR ↓, to where you want the duplicated pattern to be displayed. Or

leave the cursor at the ending scanline if you want the pattern displayed immediately after this scanline.

7. Press "P". The background pattern copied into buffer is "pasted down" from wherever you moved the cursor to.

8. Exit the Copy Mode by pressing "C".

NOTE

If you enter a number on the Address Keys that is greater than the amount of scanlines remaining to the bottom of the screen, the background cursor "paints" to the bottom of the screen, wraps back to Line 1 and continues until all entered scanlines have been "painted".

Prompt

BACKGROUND SELECT

```
Hue:  0    Sat:  255     Int:  128
Red:  128  Grn:  0       Blu:  0
LINE:  1
```

This is the Background Values Prompt that appears on the edit monitor. The first line reflects the HSI values of a selected color. The second line reflects the color's RGB values, and the third line informs you what number scanline the background cursor is on.

Error Message

PASTE BUFFER EMPTY - You tried to "paste" a background pattern which had not been stored in the cut/paste buffer. Reload the background pattern by using the cut function.

SECTION 9

CLOCK FUNCTIONS

9.1 INTRODUCTION

The SCRIBE Clock Mode provides a variety of methods for displaying a clock on-screen, using SCRIBE machine fonts. The clock is derived from the SCRIBE system clock, which must be set accurately during system boot for clock mode to function correctly.

A clock display has a number of formats, including 12 or 24 hour display, real-time clock or event timers, blanked leading zeros, 100ths/1000ths display, time-zone offset, etc. The SCRIBE clock may be used on displays containing any variety of text or logos.

To use the clock function, you must first create a display containing the proper clock format, then enter Clock Mode using CNTL, T, and then set up the clock specifications to suit your application.

Once a clock page has been set up and operated once, it does not need to be set up again, and may be recorded for use later as necessary.

9.2 CREATING CLOCK FORMAT PAGE

The Clock format page is set up as a page in Message Compose. However, the specific format used for a real-time clock is different than that used for an event timer. The real-time clock format is described in paragraph 9.2.1, and the event timer format is described in paragraph 9.2.2.

9.2.1 REAL-TIME CLOCK FORMAT

The real-time clock format must be placed on the page using numerical characters and colons in this format:

HH:MM:SS

Other text and/or logos may be used on the format page in any combination, as long as the clock format portion does not conflict with anything else on the display. To set up a clock format page, follow this procedure:

1. Create a display on the SCRIBE using any combination of text and logos. Save room for the clock format display.

2. Using numbers and colons, type the clock format in the desired location using the "HH:MM:SS" format. The actual numbers you use are not important; the clock will display correctly when initialized.

   If other characters are to be used on the same row as the clock display, be sure to leave sufficient room for the clock.

3. After the format has been correctly entered, proceed to paragraph 9.3.

9.2.2 EVENT TIMER FORMAT

The event timer provides a "stopwatch" clock that will count up to 99 hours, 59 minutes, and 59.999 seconds before roll-over. Also, this clock will count either down or up. The event timer will not display hundredths and thousandths when running, however when the timer is stopped the numbers in those places will appear (if desired). Also, the event timer will start using the values you enter in the format (i.e. for a sporting event, enter all zeros, or for a countdown display enter the correct starting time). The format must be placed on the page using numerical characters and colons in this format:

HH:MM:SS.THT*

*** THT = Tenths, Hundreds, Thousandths**

Other text and/or logos may be used on the event format page in any combination, as long as the event timer portion does not conflict with anything else on the display. To set up an event timer format page, follow this procedure:

1. Create a display on the SCRIBE using any combination of text and logos. Save room for the event timer format display.

2. Using numbers and colons, type the clock format in the desired location using the "HH:MM:SS.THT" format. The numbers you enter are the starting time for the event timer. Even if you do not plan to use tenths, hundreds, and/or thousandths in the display, you must enter these numbers into the event timer format.

   If other characters are to be used on the same row as the event timer display, be sure to leave sufficient room for the numbers.

3. After the format has been correctly entered, proceed to paragraph 9.3.

9.3 INITIALIZING CLOCK FORMAT PAGE

A clock format page (either real-time clock or event timer) must be initialized after it has been created. After a clock has been initialized, it may be recorded on disk and recalled as needed; when read, the clock page will be reset to correct time and (real-time clock only) will be running.

Follow this procedure to initialize a clock format page:

1. Using the cursor keys, move the cursor over the first number of the clock row.

2. Press CNTL followed by T. The system will respond with the Clock Function Menu, Figure 9-1A/B.

   Press NEWLINE to toggle between this menu page and Figure 9-1B. Please note that you may select functions no matter which menu page is being displayed.

```
Clock Function                                  Drive: 0

A . . . . . . . . . . . . . Start Event Clock
B. . . . . . . . . . . . . .Blank Seconds On/Off
C. . . . . . . . . . . . . .Flash Colon On/Off
E. . . . . . . . . . . . . .Reset Event Timer
H . . . . . . . . . . . . . 12/24 Hour Mode
I . . . . . . . . . . . . . .Increment/Decrement Event Timer
K . . . . . . . . . . . . . Kerning Clock On/Off
REC . . . . . . . . . . . .Record Clock Message
READ . . . . . . . . . Read Message
ERASE. . . . . . . . . Erase Display and Exit
XFER. . . . . . . . . . Transfer Clock Display
Newline. . . . . . . Display Next Menu Page
```

Figure 9-1A. Clock Functions Menu, Page 1

```
Clock Function                                  Drive: 0

L . . . . . . . . . . Start Real-Time Clock
O. . . . . . . . . . Enter Clock Offset
R . . . . . . . . . . Reset Real Time Clock
S . . . . . . . . . . Stop All Clocks
T . . . . . . . . . . Blank Tenths On/Off
U. . . . . . . . . . Blank Hndrdths/Thsndths On/Off
V. . . . . . . . . . Blank Hours On/Off
Z. . . . . . . . . . Blank Leading Zero On/Off
CNTL . . . . . . Exit Clock Function
DEL MSG. . . Delete Message
Newline. . . . Display Next Menu Page
```

Figure 9-1B. Clock Functions Menu, Page 2

3. Set up the desired clock using the functions listed in the Clock Function menu. Table 9-1 contains a brief explanation of each function. Most functions are toggles; press the key once to turn a function on, and once more to turn it off. All toggle functions on the menu are highlighted as to their current setting; if a function is selected, "On" is highlighted. If not, then "Off" is highlighted.

   For example, if you want blanked leading zeros on your clock, press the "Z" key once. (The "On" field is highlighted.) To return to un-blanked leading zeros, press "Z" again. (The "Off" field is now highlighted.)

4. To start a real-time clock, press "L". The system will display the real-time clock with the correct time as derived from the system clock.

   To start an event timer, press "A". The event timer will start from the starting time entered when you created the display.

5. To stop either the event timer or the real-time clock, press "S". (To restart after this, press "A" or "L" again.)

6. To reset an event timer, press "E". The event timer will be reset to the original starting value.

7. To reset the Real-Time clock from Clock Mode, refer to paragraph 9.5.

Table 9-1
Clock Mode Keystroke Definitions

Keystroke	Explanation
A	Pressing this key starts the Event Timer at the time set when entering the function. This key will also restart a stopped event timer, without resetting it.

Table 9-1, continued

Keystroke	Explanation
B	This key is used to blank/unblank seconds on a real-time clock. It also will blank the seconds on an event timer only if tenths are also blanked.
C	This key is used to select between a flashing colon. When flashing, the colon flashes at a rate of once per second.
E	This key resets an Event Timer back to its original starting value.
H	This key selects between 12 hour and 24 hour modes for Real Time Clocks.
I	This key selects whether an Event Timer will increment or decrement when running.
K	This key selects kerning or non-kerning clock. When a clock is kerned, spacing between clock characters will be automatically set by the system. If the clock is non-kerned, it will appear as a single width no matter which characters are being displayed. Please note that no other characters on the row are affected by a kerned clock.
L	This key starts a real-time clock.

Table 9-1, continued

Keystroke	Explanation
O	This key is used to specify offset for a real-time clock. If, for example, you need to display a clock showing correct time for a time zone two hours ahead of your own, you would enter a time offset of negative 2 (-2) hours. Then, when you displayed the clock, it would show the correct time for that time zone. Refer to Paragraph 9.5, Special Functions, for further details.
R	This key is used to adjust or reset the system's internal clock. Please refer to paragraph 9.5, Special Functions, for further details.
S	This key will stop either a real-time clock or an event timer.
T	(Event Timers only) This key is used to blank/unblank the tenths place of an Event Timer.
U	(Event Timers only) This key is used to blank/unblank the hundredths/thousandths places of an Event Timer.
V	This key blanks/unblanks hours on both Real-Time clocks and Event Timers.
Z	This key blanks/unblanks leading zeros on both a real-time clock or an event timer.
CNTL	Press CNTL to exit from Clock Mode.
ERASE	To erase the display and exit from Clock Mode, press ERASE.

Table 9-1, continued

Keystroke	Explanation
NEWLINE	This key is used to toggle between menu pages.
RECORD	This key is used to record a Clock Mode page. Please refer to paragraph 9.4, Recording/Reading Clock Format Pages, for more information.
READ	This key is used to read messages from disk. If the message is not a clock format page, then the system will exit Clock Mode. Please refer to paragraph 9.4, Recording/Reading Clock Format Pages, for more information.
DEL MSG	This key will delete the message at the message number entered on the Address LEDs.
XFR	This key transfers the clock format message to a transfer buffer or to the Preview display (if a Preview board is installed). If no clock message is in the buffer or on the Preview channel the system exits from Clock Mode automatically. If a clock message is present in a transfer buffer or on the Preview channel then the system stays in Clock Mode. If the clock is a real-time clock, it will start per its specifications. If the clock is an event timer, it will not start until the "A" key is pressed.

9.4 RECORDING/READING CLOCK MODE MESSAGES

Clock Mode messages may be recorded on and read from disk directly through Clock Mode itself. Once a clock message has been recorded on disk, it may be read from Message Compose without entering Clock Mode. Once a Clock Mode message is read, the system enters Clock Mode automatically. If the clock read from disk is a real-time clock, it will be reset to the correct time and started; if it is an event timer it will be set to its original specifications and may be started by the operator.

9.4.1 RECORDING CLOCK MODE MESSAGES

To record a clock mode message, follow this procedure:

1. While in Clock Mode, enter a message ID on the Address Keypad where you want the clock message to be recorded.

2. Press the REC key. The system will respond with:

   RECORDING CLOCK MESSAGE

   Once the recording is complete, the system will increment the Address Display by one.

9.4.2 READING CLOCK MODE MESSAGES

To read a clock mode message, follow this procedure:

1. While in Message Compose, enter the clock message ID on the Address Keypad.

2. Press the READ key. The system will respond with:

   READING CLOCK MESSAGE

   After the clock message has been read, the recorded clock display and background appears on the screen. If the clock is a real-time clock, it will be reset to the correct time and started per specifications. If the clock is an event timer, it will be reset to its time when recorded and will start when the operator presses the "A" key.

NOTES

If you exit Clock Mode and then record the clock page, you will have to restart the clock after the page is recalled. However, you will not have to reinitialize the clock; setup information is stored on the clock row and is recorded with the page.

If a clock message is read, and the fonts do not exist for the display, the system will display "FONT DOES NOT EXIST - XXXX". The clock functions is aborted at this point.

9.5 SPECIAL FUNCTIONS

There are two special functions associated with Clock Mode; these are the Set Time Utility and the Time Zone Offset function. Set Time Utility is used to set or adjust the system's internal clock. The Time Zone Offset function is used to enter a positive or negative offset of the system's internal clock for the display clock. Offset is used when a clock display for a different time zone is required.

9.5.1 SET TIME UTILITY

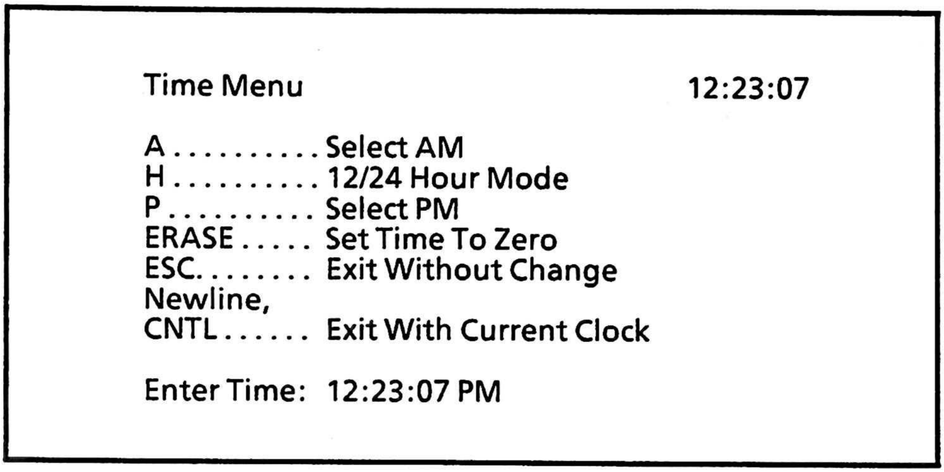
The Set Time Utility allows the operator to set or adjust the SCRIBE internal clock. All Clock Mode messages derive their time display from this internal clock. To set or adjust the internal clock, follow this procedure:

1. While in Clock Mode, press "R". The Set Time Utility menu (Figure 9-2) appears.

2. Set or change the desired time characteristics (AM/PM, 12/24 hour mode) using the keystrokes shown on the menu.

3. The menu cursor resides on the "Enter Time:" line. To adjust the time, type the new time on this line. To reset the time to zero, press the ERASE key.

4. To exit without change to the system internal clock, press the ESC key. To exit with the adjusted clock, press either NEWLINE or CNTL.



```
Time Menu                                  12:23:07

A . . . . . . . . . . Select AM
H . . . . . . . . . . 12/24 Hour Mode
P . . . . . . . . . . Select PM
ERASE . . . . .  Set Time To Zero
ESC. . . . . . . .  Exit Without Change
Newline,
CNTL . . . . . .  Exit With Current Clock

Enter Time:  12:23:07 PM
```

Figure 9-2. Set Time Utility Menu.

9.5.2 TIME ZONE OFFSET FUNCTION

The time zone offset function allows the operator to enter positive or negative offset value for Clock Mode displays. An offset causes a Clock Mode display to be different than the SCRIBE internal clock. The offset time is entered in HH:MM:SS format, allowing for precise offset for special applications. To set a time zone offset, follow this procedure:

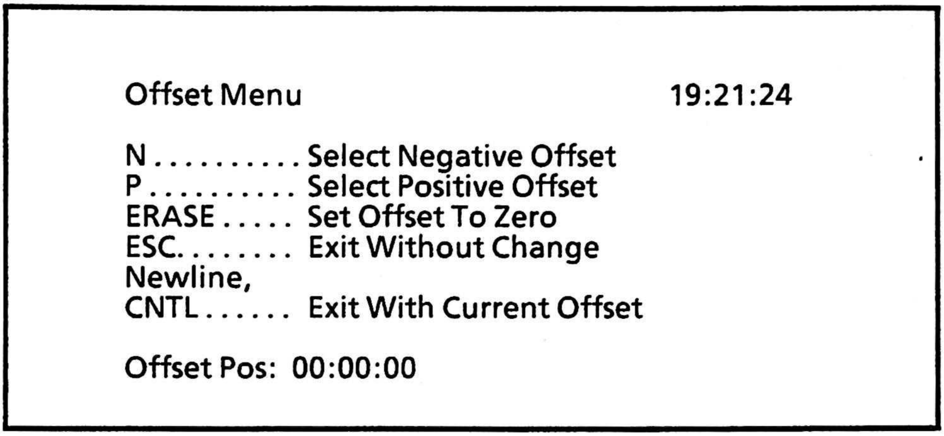
1. While in Clock Mode, press "O" to enter Time Zone Offset. The system will respond with the Offset Menu, Figure 9-3.

2. Determine whether the required offset is positive or negative, then press "P" or "N".

3. The menu cursor resides on the "Offset:" line. Enter an offset value in HH:MM:SS format.

4. Press ERASE to set the offset to zero. Press ESC to exit without change. Press either NEWLINE or CNTL to exit with the current offset value.

Once the offset has been properly entered, the Clock Mode display will reflect the offset but the SCRIBE internal clock will not be changed.



```
Offset Menu                         19:21:24

N . . . . . . . . . . Select Negative Offset
P . . . . . . . . . . Select Positive Offset
ERASE . . . . . Set Offset To Zero
ESC. . . . . . . . Exit Without Change
Newline,
CNTL . . . . . . Exit With Current Offset

Offset Pos:  00:00:00
```

Figure 9-3. Offset Menu

To reset the offset to zero, re-enter the Time Zone Offset function and set the offset value to zero.

NOTE

> Although there is not limit set to the size of characters you can use in clock displays, be sure to preview clock displays containing large (over 100 scanline) characters. Also, you should preview any clock display that contains multicolor characters, 3D characters, and/or textured characters, since SCRIBE output of these may be unpredictable.

SECTION 10

RECORDING AND READING MESSAGES

10.1 INTRODUCTION

This section of Part III explains how to save the text you've typed and edited on screen. On-screen text is recorded on disk in the form of messages. You can recall messages by reading them back from the disk.

The SCRIBE system records and reads messages in a variety of ways. You can record an entire screen of text. Or, you can record just a single line out of an entire screen of text. If you have a display containing text, background colors, palette and tabs, you can record just one of the elements without recording any of the other three. A message can be read back crawling across the screen as a continuous line moving from right to left and finally off the screen. Or text can "roll" up from the bottom of the screen. The SCRIBE also has the capability of displaying an entire page of text one character at a time from left to right as if produced by a typewriter. Also recorded messages can be erased from a full disk to make room for new messages.

10.2 BASIC INSTRUCTIONS

This paragraph lists some fundamental Recording and Reading functions for you to practice.

First type in some text such as "Recording a Message". Enter "1" on the Address Keypad. The LEDs display "0001". Press the RCD key. The message "Recording A Message" is recorded on the selected disk along with tabs, palette colors and background. The LED's automatically increase to "0002".

Press the ERASE key to clear the screen. To redisplay you recorded message, enter "1" on the Address Keypad. Press READ. The text message appears on screen. If a background or tabs were included at recording, they are also now displayed.

This message can also be deleted from disk. Enter "1" on the Address Keypad. Press DEL MSG and the message: "Recording A

Message" no longer exists on disk. You can use message ID number 0001 again for another message.

10.3 RECORDING AND READING FUNCTION DESCRIPTIONS

The following paragraphs describe the functions you'll use to record, read and delete text, palette, background and tab messages.

NOTE

> However, before you record a message, you should first familiarize yourself with Message Directory Create (in paragraph 10.3.1.1). Creating directories is one of the functions selected from the Message Directory Menu.

10.3.1 MESSAGE DIRECTORIES

Keycaps: CNTL D

Function Description

A recorded message is always entered into a message directory. A message directory is a method for conveniently organizing related message into subdivisions on a disk.

Messages are "related" when they contain a common element. For instance, all messages you'd display for an evening news broadcast can be grouped under an "Evening News" directory. Or messages dealing with a particular sports program can fall into a "World Series" directory.

The operator set up each directory by assigning an identifying name to it and what messages will be included.

Message directories minimize using several disks since the SCRIBE hard disk holds 50 different directories, each containing a maximum of 10,000 recorded messages. Message ID numbers range from 0 through 9999 and are common from directory to directory. Therefore, there can be several ID number 0001's as long as they are entered into different directories.

Message directories are also transferable from hard disk to floppy disk.

There are three message directory functions: Initialization, Change and Deletion. Each is selected from a menu (Figure 10-1). Press CNTL D to display the Message Directory Menu.

```
MESSAGE DIRECTORY UTILITY                    Drive: 0

D . . . . . . . . . . Delete Directory
C. . . . . . . . . . .Change Directory
R . . . . . . . . . . Create Directory
L. . . . . . . . . . . List Message Directory Name
M . . . . . . . . . .Block Message move
B. . . . . . . . . . .Block Message Delete
CNTL . . . . . . .Exit
DRV SLCT . . .Drive Select
```

Figure 10-1. Message Directory Menu

To set up a new directory to store message, you <u>must</u> first use Create Directory function.

10.3.1.1 <u>Create Directory</u>. All new directories must first be set up for initialization through the Message Directory Create function before you enter messages into them. A directory named "SCRIBE" is automatically created on each disk during disk formatting and initialization.

To execute Create Message Directory:

1. Press the "R" key from the Message Directory Menu.

   System Response: CREATE DIRECTORY NAME [ ]:

2. The cursor is located over the digit within the brackets, which refers to the drive ID of the directory you are creating. Type in a

name for the new message directory. (The default directory is called "SCRIBE".)

3. To clear out another directory's name on this line, first press the ERASE key when the cursor is over the first character. Names can be entered in upper and lower-case characters and cannot exceed 32 characters in length. Use the Cursor Move keys to move the cursor over spaces on the prompt row.

4. When the name has been typed, press the NEWLINE key.

   System Response: MESSAGE DIRECTORY ALREADY
   EXISTS, DELETE? (Y,N)

5. This prompt displays as a safeguard if the directory already exists. Press "Y" to delete the already existing directory. Or press "N" and return to Step 2.

   System Response: CREATING DIRECTORY

6. Press CNTL to exit Create Message Directory. Once you've created a message directory, you can proceed to recording messages.

Error Messages

MESSAGE DIRECTORY EXISTS, DELETE AND INITIALIZE? (YES OR NO) - You've tried to create a directory with a pre-existing directory name. Enter "YES" and the system deletes the already existing directory and all necessary contained within that directory, and then initializes a new directory with the same name. Or enter "NO" and enter an unused directory name.

CANNOT SELECT DRIVE - The specified disk drive number is not correct. Check to ensure that the disk you want is in the drive.

10.3.1.2 Message Directory Delete. This function deletes all messages in a specified directory. To execute Directory Delete:

1. Press "D" during display of the Message Directory Menu.

System Response: DELETE DIRECTORY NAME [ ]:

2. Using the Alphanumeric Keys, type in the name of the message directory to be deleted.

3. If another directory's name already appears on this line, press the ERASE key to clear it out. Use the Cursor Move keys to move the cursor over spaces on the prompt row.

4. Press NEWLINE when the name has been typed in.

   System Response: DELETE CURRENT MESSAGE DIRECTORY? (YES OR NO)

5. Type the word "YES".

   System Response: DELETING MESSAGE DIRECTORY

6. Press CNTL to exit Message Directory Delete.

Error Message

MESSAGE DIRECTORY DOES NOT EXIST - You've entered a name for a directory which is not found on the disk. Check the spelling of the entered name. (Make sure you haven't typed with lower-case letters if the directory name was originally created in upper-case, and vice versa.) Also check the disk drive.

CANNOT SELECT DRIVE - The specified disk drive number is not correct. Check that the disk you want is in the drive.

10.3.1.3 Message Directory Change. Initially, messages are entered into the default directory called "SCRIBE". If the "SCRIBE" directory becomes full, you can change to another directory by this function. Then all recorded messages are automatically entered into this directory. (At your convenience, you can return to directories you've used previously.) To change directories:

1. Press "C" during display of the Message Directory Menu.

   System Response: CHANGE DIRECTORY NAME [ ]:

2. Type the name of the directory you want to switch to.

NOTE

> This directory must have been initialized beforehand.

3. If another directory name already appears on this line, press the ERASE key to clear it out. Use the Cursor Move keys to move the cursor on the prompt row.

4. Press NEWLINE when the name has been typed in. The program automatically returns to recording text in the new directory.

Error Messages

MESSAGE DIRECTORY DOES NOT EXIST - There is no directory for the name you've entered. A directory change does not occur. Check the spelling of the directory name. Again, the letters (whether upper or lower case) must match exactly with the originally entered directory name. Also check the number of the selected disk drive to ensure that is the one that contains this directory.

CANNOT SELECT DRIVE - The specified disk drive number is not correct. Check that the disk you want is in the drive.

NOTE

> Every time you eject and insert a floppy disk you must execute a Change Directory procedure before the next record and read operation! This preventive measure ensures that internal disk structures are securely maintained on each disk.

10.3.1.4 List Message Directory Names. This feature provides a listing of all the message directory names on the disk in the currently selected drive. Press "L" and the prompt ENTER NAME: appears. Press the NEWLINE key to display all the message directory names on the disk in the drive. Or to display a partial listing of directories with similar names, type the letters that are the same in all the names and add an *.

10.3.1.5 Block Message Move. This function is used to move a range (block) of messages from one directory to another. To use Block Message Move:

1. Press the "M" during display of the Message Directory menu.

   System Response:

   ```
   BLOCK MESSAGE MOVE
   Message Move From:
   Enter Directory Name: [ ]
   From ID: ....      To ID: ....

   Message Move To:
   Enter Directory Name: [ ]
   Starting ID: ....
   Replacing existing messages (Y OR N): N

   NEWLINE TO PROCESS, CNTL TO EXIT
   ```

2. Enter the name of the directory containing the messages you want to move into the "Enter Directory Name:" field. (If another name already appears on this line, press ERASE to clear it.)

3. Move the cursor to the "From ID:" field, and enter the first message ID in the range to be moved.

4. Move the cursor to the "To ID:" field, and enter the last message ID to be moved.

5. Move the cursor to the second "Enter Directory Name:" field, then enter the name of the directory where the messages will be stored. (If a directory of that name does not exist, one will be created.)

6. Move the cursor to the "Starting ID:" line, and enter the message number where you want the messages to start being recorded.

7. Move the cursor to the "Replace Existing Messages (Y or N):" field. This field is normally set at "N". If you want the block of messages to replace any existing messages in the directory, enter "Y" here.

8. Press NEWLINE when all fields have been entered. The system will proceed with the block message move operation beginning with the "Starting ID:" number. The ID number of each newly-created message may be determined by adding the existing message ID to the "Starting ID" number.

Error Messages

CAUTION - CANNOT WRITE MESSAGES PAST 9999 - CONTINUE? (Y OR N) - The range of messages will not fit within the boundaries beginning with the starting ID and ending with message number 9999. Messages will not be recorded past this point, resulting in an incomplete block message move.

MESSAGE DIRECTORY DOES NOT EXIST - HIT ANY KEY TO CONTINUE - The directory you are trying to move from does not exist. Press any key to return to the Block Message Move main menu.

MESSAGE XXX EXISTS - REPLACE? (Y OR N) - Message already exists, press "Y" to overwrite with new message.

10.3.1.6 Block Message Delete. This function is used to delete a range (block) of messages from a specified directory. To execute Block Message Delete:

1. Press the "B" key during display of the Message Directory menu.

   System Response:

```
BLOCK MESSAGE DELETE
Enter Directory Name: [ ]
From ID: ....     To ID: ....
Verify: ..
NEWLINE TO PROCESS, CNTL TO EXIT
```

2. Enter the name of the directory containing the messages you want to delete into the "Enter Directory Name:" field. (If another name already appears on this line, press ERASE to clear it.)

3. Move the cursor to the "From ID:" field, and enter the first message ID in the range to be deleted.

4. Move the cursor to the "To ID:" field, and enter the last message ID to be deleted.

5. Move the cursor to the "Verify:" field. The default value of this line is "Y". If you wish to delete all messages in the range without verification, enter "N".

6. Press NEWLINE after entering all information. The files within the range will be deleted. If the "Verify:" field is set to "Y", the system will prompt for a go-ahead before each message is deleted.

Error Messages

MESSAGE DIRECTORY DOES NOT EXIST - HIT ANY KEY TO CONTINUE - The directory you are trying to delete from does not exist. Press any key to return to the Block Message Delete main menu.

NO MESSAGES IN RANGE - No files exist in the specified range.

10.3.2 DRIVE SELECT

Drive Select enables you to change the current drive selection. To change the drive selection, press DRV SLCT. Then, using the Address Keys, enter the number of the drive you want to select. (If you're using a new floppy disk, you must first format and initialize it prior to this operation or a drive error will result.)

NOTES

Drive Select is also necessary when you eject and insert floppy disks into a drive. Every time you insert another floppy disk you must execute a Drive

Select before the next record and read operation! This preventive measure ensures that internal disk structures are securely maintained on each disk.

The currently selected drive does not necessarily have to be the drive from where messages are read and recorded. The drive used for reading and recording is chosen by the Directory Change function and remains as the selected drive regardless of a Drive Select. Drive Select only chooses the drive for loading fonts.

10.3.3 RECORD PAGE

Keycap: RCD

Function Description

Recording saves on disk whatever text is currently displayed on screen. In addition, the palette colors, tabs and background pattern (if present) are recorded with the text.

To record text on screen, first enter a number on the Address Keypad. (This entry must be between 0 and 9999, inclusive.) Press the RCD key. The display is recorded in the currently selected message directory and disk drive. The LEDs in the Address Readout increase by one to the next message ID number after recording is complete.

Prompt

RECORDING PAGE - Informs you that text is being recorded at the message ID number in the Address Readout.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, the currently selected messaged directory, or the disk drive and then try again.

NOTE

If the LEDs in the Address Readout do not automatically increase while recording, the recording operation has failed.

10.3.4 READ MESSAGE

Keycap: READ

Function Description

The Read process redisplays a recorded message on screen as originally composed. The palette, background, and tabs (if present) are also "read in" with the text.

To read a message, enter the message ID (the number you assigned to it) on the Address Keypad. Press the READ key. The recorded message displays beginning at the Home Position. If other text was on screen, the new message replaces it.

After completion of a read, the LEDs in the Address Readout automatically increase by one to the next message ID number. To read another message, just enter its message ID number on the Address Keypad.

Prompt

READING - Informs the operator that the system is reading in a new message. (This prompt disappears upon completion of the read.)

Error Messages

MESSAGE NOT FOUND - You've entered an ID number that has no recording at that ID. Check the message ID number, the currently selected message directory and disk drive, and then try again.

CANNOT FIND FONT XXXX - You did not load the machine font that was used in the message. Select Font Load and load the specified machine font back into its original font position.

NOTE

Text messages always read in the currently loaded fonts. If you recall a message that was recorded in a font style different than the one now loaded in the system, the message displays in the currently loaded font. The font ID numbers that were used at recording are displayed on the bottom of the screen. Press CNTL READ. The original fonts are now loaded into the Font Keys and the text message is redisplayed as when it was originally recorded.

Pressing CNTL READ always redisplays the message as it was originally recorded, and reloads the fonts used at recording.

10.3.5 READ NEXT

The Read Next function operates similarly to the Read function. However, when you recall a message by pressing the READ NEXT key, you eliminate a momentary delay between pressing the READ key and the actual message display.

To recall a message by Read Next, enter the message ID on the Address Keypad. Press the READ NEXT key once. The message is stored in memory until you press the READ NEXT key a second time. It is then displayed on screen as the next consecutively recorded message is automatically loaded into memory waiting to be displayed by the following READ NEXT keystroke. This sequence continues until the error prompt NO MESSAGE FOUND appears.

10.3.6 DELETE MESSAGE

Keycap: DEL MSG (or CNTL RCD DEL MSG)

Function Description

If a message directory is full, you can erase messages to make space in the directory, or overwrite an ID number used before.

To delete a recorded message, first enter the message's ID number on the Address Keypad. Then press the DEL MSG key. The system displays a prompt (DELETING MESSAGE) informing you that this function is in progress.

NOTE

> This function is also available as a Control Record Function. Refer to paragraph 10.3.7.

Error Message

NO MESSAGE FOUND - You've entered an ID number that has no message. Check the ID number, the currently selected message directory and disk drive, and then try again.

10.3.7 CNTL RCD FUNCTIONS

Keycaps: CNTL RCD

Function Description

Text can also be selectively recorded. You can record just a portion of the text you've typed and leave the remainder unrecorded. The SCRIBE provides a variety of selective recordings, which are available after you press CNTL RCD. Doing so displays the Control Record Menu (Figure 10-2).

10.3.7.1 **Record Background**. You can record only the colors contained on the background without including text, tabs or palette.

To execute Record background Only:

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.
2. Press CNTL RCD B.
3. The background is recorded in the currently selected message directory and disk drive. The prompt, RECORDING

```
CONTROL RECORD MENU

B . . . . . . . . . . Record Background
E . . . . . . . . . . Record From Cursor to End of Text
P . . . . . . . . . . Record Palette
R . . . . . . . . . . Record One Row
T . . . . . . . . . . Record Text
F . . . . . . . . . . Record Function Keys
CRAWL. . . . . Record Crawl Control Message
ROLL. . . . . . . Record Roll Control Message
TAB. . . . . . . . Record Tabs
DEL MSG . . . Delete Message
CNTL. . . . . . . Exit
```

Figure 10-2. Control Record Menu

BACKGROUND, is displayed, informing you that the Record Background mode has been set.

NOTES

This particular recording function can be very effective in transferring a background from one message to another. First record the background from the first message. Next display and record the message for which the background is to be used. Recall the background message using the Read function. The background is automatically transferred to the second message without your having to recreate the background.

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Prompt

RECORDING BACKGROUND - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, the currently selected message directory and disk drive, and try again.

10.3.7.2 **Record from Cursor to End of Text.** This function records text from the cursor row up to and including the last character on screen. The entire row of text containing the cursor is recorded, regardless of where you position the cursor.

To execute Record To End of Text:

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.
2. Position the cursor over a character on a line of text. This will be the beginning of the text recording.
3. Press CNTL RCD E.
4. All text from the cursor row to the last character on screen is recorded in the currently selected show directory and disk drive. The prompt, RECORDING TO END OF TEXT, is displayed to inform you that this type of recording mode is set. When you read back this message, the text displays at cursor row.

NOTES

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Recording to End of Text records only the text - no background, tabs or palette are recorded since this type of selective recording is intended to be used as an add on to an already displayed message.

Prompt

RECORDING TO END OF TEXT - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, currently selected message directory and disk drive and try again.

10.3.7.3 Record Palette. Only the colors presently loaded into the system are recorded with this function. This type of selective recording does not include the background colors or text (if present).

To execute Record Palette:

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.
2. Press CNTL RCD P.
3. The palette is recorded in the currently selected message directory and disk drive. The prompt, RECORDING PALETTE, is displayed, informing you that Record Palette mode is set.

NOTES

This recording function can also be used to transfer a set of palette colors from one message to another message. First record the palette from the first message. Next record the text message to which you want to apply the recorded palette colors. Recall the palette message using the Read function. The colors are automatically transferred to the text message without your having to retype the message.

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Prompt

RECORDING PALETTE - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, the currently selected message directory and disk drive and try again.

10.3.7.4 **Record One Row**. Another example of selective recording is recording just one row of text, leaving the remainder unrecorded.

To execute Record Row of Text:

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.
2. Position the cursor over a character on the row to be recorded.
3. Press CNTL RCD R.
4. The row is recorded in the currently selected message directory and disk drive. The prompt, RECORDING ROW OF TEXT, is displayed, informing you that Record Row of Text mode is set. When you read back this message, the text displays at the cursor row.

NOTES

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Recording One Row of Text records only the text - no palette, tabs, or background colors are recorded since this type of message recording is intended to be used as an add-on to an already displaying message.

Prompt

RECORDING ROW OF TEXT - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, the currently selected message directory and disk drive, and try again.

10.3.7.5 Record Text. This function records only text that is displayed on screen. No tab setting, palette or background will be recorded even though they might have been included in the display.

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.

2. Press CNTL RCD T.

3. The text is recorded in the currently selected message directory and disk drive. The prompt, RECORDING TEXT, is displayed, informing you that Record Text mode is set.

NOTES

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

An error response (DUPLICATE MESSAGE) appears if you've tried to record a message at a used ID number. No recording occurs at this point.

Prompt

RECORDING TEXT - Informs you that Record Text mode has been set. This prompt disappears when the recording has been completed.

10.3.7.6 Recording Tabs. A set of tabs can be recorded without including any accompanying text, palette or background with this selective recording function.

To execute Record Tabs:

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.

2. Press CNTL RCD TAB.

3. The tabs are recorded in the currently selected message directory and disk drive. The prompt, RECORDING TABS, is temporarily displayed, informing you that Record Tabs mode has been set.

NOTE

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Prompt

RECORDING TABS - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at a used ID number. Check the ID number, the currently selected message directory and disk drive, and try again.

10.3.7.7 Delete Message. If a message directory is full, you can erase messages to make room in the directory. Then the ID number can be used again.

To delete a message using the Control Record Menu:

1. Enter the message's ID number on the Address Keypad.
2. Press CNTL RCD DEL MSG.
3. The system displays a prompt (DELETING MESSAGE) informing you that this function is in progress.

Error Message

NO MESSAGE FOUND - You've entered an ID number that has no recorded message. Check the ID number, the currently selected message directory and disk drive, and then try again.

10.3.7.8 Record Function Keys. This selective recording function record the sequence of keystrokes stored in the function keys. All ID function keys with data are recorded.

1. Enter an unused ID number between 0 and 9999 on the Address Keypad.
2. Press CNTL RCD F.
3. The function keys are recorded in the currently selected message directory and disk drive. The prompt, RECORDING FUNCTION KEYS, is displayed to inform you that Record Function Keys mode is set.

NOTE

When a function key message is read back, it replaces any sequence of keystrokes presently in the system. However, if any function keys were unused during recording, they will not blank out any filled function keys during recall.

If the LEDs in the Address Readout do not automatically increase, then the message has not been recorded.

Prompt

RECORDING FUNCTION KEYS - Informs you that this recording function is operating properly.

Error Message

DUPLICATE MESSAGE - Recording is incomplete because you've tried to record a message at an already used ID number. Check the ID number, the currently selected show directory and disk drive, and try again.

10.3.7.9 **Record Slow Reveal Message**. This selective recording records a standard message and the row that the slow reveal should start at. The cursor should be at this row. When this message is slow revealed, all rows above the slow reveal row are displayed first, then, when a speed is pressed the slow reveal begins at this row.

10.3.8 SLOW REVEAL

- Keycap: SLOW REVL

Function Description

Slow Reveal displays recorded text messages one character at a time, from left to right in a typewriter-like effect.

You select the speed at which the message reads out from 10 choices, ranging from Speeds 0 through 9 with 9 as the fastest and 1 as the slowest. (Speed 0 "pauses" a message.) Table 10-1 lists the available speed choices.

Table 10-1
Slow Reveal Speeds

0 - "Paused"
1 - 7-Frames Delay Between Characters
2 - 6-Frames Delay Between Characters
3 - 5-Frames Delay Between Characters
4 - 4-Frames Delay Between Characters
5 - 3-Frames Delay Between Characters
6 - 2-Frames Delay Between Characters
7 - 1-Frame Delay Between Characters
8 - 1/2-Frame Delay Between Characters
9 - No Delay Between Characters

To recall a message as a Slow Reveal:

1. Enter the ID number of the message on the Address Keys.

2. Press SLOW REVL.

   System Response: SLOW REVEAL - SET SPEED (0 - 9) -
   CURRENT SPEED (0)

3. Initially, the speed is set in the "paused" state (Speed 0). Using the Address Keys, press a number for the speed at which you want the Slow Reveal message to display.

   System Response: The text message reads out on the first row of the screen at the Slow Reveal speed you've chosen.

4. At any point during the Slow Reveal, you can change the speed by pressing another one of the Address Keys. Only the text row after the cursor row shows the change in speed.

NOTES

To interrupt and exit a Slow Reveal message, press ESC. No more text is displayed once you press ESC.

The Slow Reveal speed is decreased if the message was recorded with overlapping text.

Messages that were recorded with Cursor to End of Text (CNTL RCD E) and One Row (CNTL RCD R) read out from wherever you position the cursor on screen.

10.3.9 ROLL

Keycaps: CNTL ROLL

Function Description

Roll allows you to display pages of text by reading the messages and shifting them up the screen in a smooth fashion. Pages can be rolled at a variety of speeds, which are selectable from the Address Keypad. Also, a Timed Roll feature is available, which allows you to specify the time a roll message will take during execution.

The Roll function is performed by means of a Roll Control Message, which enables you to enter commands for Roll, Pause, Speed, as well as message numbers, roll speeds, and pause lengths. The Roll Control Message is loaded into the SCRIBE memory by the operator; it can be recorded through the CNTL, RCD function for later use.

10.3.9.1 Creating a Roll Control Message. To create a Roll Control Message:

1. Press CNTL ROLL.

System Response: ROLL CONTROL MESSAGE

0
1
2
3
.
.

The Roll Control Message can have up to 1,000 steps. The message is set up using three columns: Step Number, Command, and Data. The Step Number appears on the far left side, the command appears in the center column, and the data (comprising message numbers, pause lengths, and/or roll speeds) appears in the far right column.

Commands consist of ROLL, PAUSE, CONTINUE, and SPEED. To enter the Roll command, press ROLL. To enter the PAUSE command, press "P". To enter the CONTINUE command, press "C". To enter the Speed command, press "S".

Items that can appear in the "Data" column are: Roll speeds, ranging from 1 to 9; pause lengths, in frames per second; and message numbers of pages that are to be rolled. (To save time and/or keystrokes, you can roll consecutive messages by entering the starting message, a Cursor Right, and the ending message. See Step 3 below.)

NOTE

> Pause steps operate on the following message, meaning that if you insert a pause, it "pauses" after the next roll page rolls up to its recorded position on the page.)

To move around on the Roll Control Message page, use the cursor keys. To delete or insert a row, use the DEL ROW or INS ROW keys. To erase the Roll Control Message, press ERASE.

The following procedure assumes that you want to roll messages 1, 2, 3, 5, and 10 with pauses, speed changes, and a continue loop.

2. Press S (for "Speed"), then enter 4 (for roll Speed 4). Press NEWLINE.

System Response:	(step)	(command)	(data)
	0	SPEED	4

3. Press the ROLL key, then enter 1, →, 3 (to roll messages #1, #2, and #3). Press NEWLINE.

System Response:	1	ROLL	1 - 3

4. Press P (for "Pause"), then enter 30 (for 30 frames of pause or 1 second). Press NEWLINE.

   System Response: 2 PAUSE 30

5. Press ROLL, then enter 5 (for message #5), then press NEWLINE.

   System Response: 3 ROLL 5

6. Press S (for Speed), and enter 9 (for roll speed 9). Press NEWLINE.

   System Response: 4 SPEED 9

7. Press ROLL, then enter 10 (for message #10). Press NEWLINE.

   System Response: 5 ROLL 10

8. Press C (for Continue), then enter 0 (for Step #0), which will repeat the Roll Control Message.

   System Response: 6 CONTINUE 0

After you've typed in all the information for the previous page, the entire Roll Control Message will appear like this:

```
ROLL CONTROL MESSAGE

0     SPEED       4
1     ROLL        1 - 3
2     PAUSE       30
3     ROLL        5
4     SPEED       9
5     ROLL        10
6     CONTINUE    0
```

This Roll Control Message will: set the roll speed to #4, roll message #1, roll message #2, roll message #3, roll message #5, pause for one second, reset the roll speed to #9, roll message #10, then continue at Step #0.

To exit from this Roll Control Page, press CNTL.

10.3.9.2 Executing the Roll Control Message. To execute the Roll Control Message:

1. Press the ROLL key.

   System Response:

   ```
   1 - 01:29     2 - 01:12     3 - 00:54
   4 - 00:37     5 - 00:20     6 - 00:11
   7 - 00:08     8 - 00:07     9 - 00:06

               ROLL BUFFER READY
   ```

   The numbers and times on the screen are roll times. For this particular Roll Control Message, the numbers say that roll speed #1 will complete the message in 1:29 seconds, while speed #9 will complete the message in 6 seconds. If the time is displayed as "**:**:**", then the roll time exceeds 99 minutes and 99 seconds.

   To enter a specific time during which the Roll Control Message will execute, press the "T" key. (All roll speed settings and changes within the Roll Control Message are ignored when using the Timed Roll function.)

   System Response: ENTER TIME (mm:ss): 00:00

   Enter the amount of time you wish the Roll Control Message to take during execution. Enter the value (minutes:seconds) from either the Address or Alphanumeric keypad. Then press the NEWLINE key.

   System Response: TIMED ROLL BUFFER READY

   The roll message will, when executed, automatically adjust the roll speed to execute in the specified time period.

2. To start the roll message, either select a Roll Speed (0 - 9) or press any key. The pages will roll with the stated pauses and speed changes. If no Roll speed is entered, the Roll will proceed

at speed 5. When the roll control message page is completed, the system will return to the Message Compose mode.

10.3.9.3 Recording a Roll Control Message. To record the Roll Control Message currently stored in the SCRIBE memory:

1. Press CNTL RCD.

   System Response: The Control Record Menu appears on the edit monitor.

2. Enter the message number where you wish to store the Roll Control Message.

3. Press ROLL to store the message.

   System Response: RECORDING ROLL CONTROL MESSAGE

Error Message

ROLL BUFFER EMPTY - No messages could be loaded into the Roll Buffer. A disk error has occurred or the fonts required to display the message were not loaded. .

NOTES

There can be only one Roll Control Message active in the SCRIBE memory at any one time. If you wish to use several Roll Control Messages, record the messages on disk and recall them as needed.

For timed Roll function, one roll speed change may be automatically pre-programmed by the SCRIBE in order to finish in the specified time. This speed change may be noticeable during the actual roll.

Recorded rows that start below the safe title area will not be rolled.

The size of a message for roll is determined by the size of the safe title area. Any space between the first row and the top of safe title will be inserted between this message and the previous message. Any space between the end of the last row and the bottom of safe title will be inserted between this message and the next message.

Pause on a particular message will take effect when the first row of that message reaches the same position on the screen as the first row in the recorded message.

During a timed roll, speed changes within the roll control message will be ignored.

For Roll Control messages that include a "Continue" command, the times calculated for Roll reflect one pass through the message.

The SCRIBE cannot roll pages with overlapped rows. If you attempt to roll pages with overlapped rows, the SCRIBE output may be unpredictable.

A roll display containing large characters, multicolor characters, 3D characters/logos, or textured characters or logos, should be previewed before use.

The palette background will be taken from a palette message, background message or a full page message. The palette and background will be selected only once through the roll sequence. These types of message can be read in at any time during the roll sequence but only once will the palette and background be selected.

10.3.10 FADE

Keycaps: CNTL Z

Function Description

Fade enables the user to program SCRIBE to display a timed text message on screen and then automatically replace it with another message that gradually appears on screen. All messages used for Fade must have been previously recorded.

You must first set up a Fade before you can execute it. Setting up a Fade consists of selecting these features: Alternate Display for Auto Read, Fade In/Out, Transparency Level and Fade Time. These features are available on the Fade Control Menu (Figure 10-3).

Press CNTL Z.

```
FADE CONTROL

A.............  Alternate Display For Auto Read Yes/No
I.............  Fade In/Out
L.............  Set Transparency Level
T............   Set Fade Time:  0 Frames
READ NEXT..     Execute Auto Fade/Read Sequence
Space Bar....   Execute Fade
CNTL........    Exit
```

Figure 10-3. Fade Control Menu

10.3.10.1 Alternate Display For Auto Read. There are two Alternate Display Options: "Yes" or "No". If you select the "Yes" option, then the displayed message will gradually vanish from screen down to black (no video), and then be automatically replaced by the next message. The first message fades in then fades out, as the second message fades in then fades out. The third message fades in then fades out, being replaced by the fourth message, etc. To select this effect, move the cursor over "Yes" in the Alternate Display field and press the letter A key.

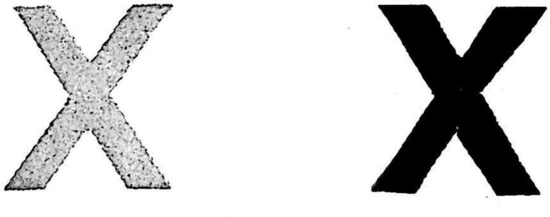
However, if you do not want every message to slowly fade in and then fade out, move the cursor over "No". When you select "No", then the messages will "cut" in or out according to your selection in the Fade In/Out field. A cut message does not gradually appear and vanish; it occurs instantly.

10.3.10.2 __Fade In/Out__. This feature is only activated when you select "No" for the Alternate Display Auto Read feature. Press the letter I key to move the cursor over "In" or "Out".

If you select "In", then the displayed message cuts off the screen and the second message fades in replacing it.

Or if you select "Out", then the displayed message fades off the screen and the second message cuts in replacing it.

10.3.10.3 __Transparency Level__. The Transparency Level is the measure of how "clear" or "visible" a character will appear on screen. For example, the character on the left has a lower transparency level than the cursor on the right.



To adjust the transparency level of text.

1. Press the "L" key to select the Transparency Level by displaying Transparency Level Menu (Figure 10-4).

2. You can adjust the Transparency Level by two methods:

   - Press "H" to increase the level by one unit. Or press "L" to decrease the level by one unit.

```
SET TRANSPARENCY LEVEL

H . . . . . . . . . . . . . . .  Increase Scribe Video Level
L. . . . . . . . . . . . . . . . Decrease Scribe Video Level
Space Bar. . . . . . . .  Set Scribe Video Level To LED
ESC . . . . . . . . . . . . .  Exit and Restore Orig. Level
CNTL. . . . . . . . . . . .  Exit
```

Figure 10-4. Transparency Level Menu

or

- Enter a number between 0 and 255 on the Address Keys. Press the Space Bar.

3. Press the CNTL key to exit and set the text to the Transparency Level you've chosen.

or

Press the ESC key to exit and restore the Transparency Level to the amount it was at prior to selecting this feature.

10.3.10.4 Set Fade Time. This feature enables you to select the length of time that text remains on screen and then vanishes.

1. Press the "T" key during display of the Fade Control Menu.

   System Response: ENTER FADE DURATION TIME
   IN FRAMES: FFF

2. Enter a number between 0 and 999. (For 525 systems, 1 frame equals 1/30 second; For 625 systems, 1 frame equals 1/25 second.)

3. Press CNTL to exit.

10.3.10.5 **Executing Fades.** Fades can be executed by two methods: Auto Fade/Read Sequence or Standard Fade.

Standard Fade execution consists of pressing the Space Bar. The message that is displayed on the screen will Fade On or Off by the number of frames that you selected.

Auto Fade/Read Sequence is a method of fading consecutively recorded messages. To execute an Auto Read:

1. Using the Address Keys, enter the ID number of the first message.

2. Press READ NEXT.

3. The message is loaded into the Read Next buffer, but it is not yet displayed. You must press READ NEXT a second time to display the message.

4. Pressing READ NEXT a second time displays the first message as it also loads in the next message into the buffer.

   Press READ NEXT a third time and the second message displays.

5. Continue to press READ NEXT until "MESSAGE NOT FOUND" appears on the edit monitor. All consecutively recorded messages have been loaded.

6. Enter another message ID number and repeat Steps 2 through 5.

   Or press CNTL to exit the Fade function and return to Text Typing.

10.3.11 CRAWL

Keystroke: CNTL CRAWL

Function Description

Crawl enables you to display previously recorded messages moving across the screen from right to left. Crawls display on whichever line you position the cursor.

The operator selects these "Crawl Factors:"

- Which messages will crawl
- Speed of crawl
- Repeat (Loop)
- Pause
- The amount of rows within a multi-row message that will crawl simultaneously

Before you can crawl messages, you must set up a Crawl Control Message.

10.3.11.1 Creating a Crawl Control Message. The Crawl Control Message is a buffer that holds operator-selected Crawl Commands. Figure 10-5 shows the Crawl Control Message format.

(Step)	(Command)	(Data)
0		
1		
2		
3		
13		

Figure 10-5. Crawl Control Message Format

A Crawl Control Message can contain up to 1000 steps. The first page displays Steps 0 through 13. To select additional step numbers, just press ↓ past Step 13 and the numbers scroll up by one unit.

To the immediate right of the Step Number column is the Command column. The operator enters commands into this column which instruct the system how to crawl messages. Press NEWLINE to position the cursor within the Command column to enter commands. Crawl commands consists of:

CRAWL: message ID numbers to be included in the crawl. Any previously recorded text message between ID numbers 0 and 9999 can be crawled. To enter the Crawl command, press the CRAWL key.

SPEED: how fast the crawl occurs. Crawl speeds range from 1 through 6. The default speed is 3. (Speed 0 pauses a crawling message indefinitely, or until you select another speed.) To enter the Speed command, press the "S" key.

PAUSE: a timed halt of a message during the crawl display. Crawl pauses are measured in frames per second. Thirty frames equal 1 second. To enter the pause command, press the "P" key.

CONTINUE: an optional loop back to another message number which repeats the crawl messages you've selected. To enter the Continue command, press the "C" key.

ROW: the amount of text rows within multi-row messages that will crawl across the screen simultaneously. (This command is selected only once and is applied to all multi-row messages in the Crawl Control Message.) To enter the Row command, press the "R" key.

To the right of the Command column is the Data column, which holds numerical input to match your crawl commands. Press → to position the cursor within the Data column to enter numbers.

To clear out all entries in a Crawl Control Message, press the ERASE key.

To set up a Crawl Control Message, execute the following steps. This example assumes that you have already recorded text messages at ID numbers 0, 1, 2, 3, 5 and 10 and will recall them as crawls with pauses, speed changes, multiple text rows and a continuous loop.

1. Press CNTL CRAWL.

   System Response: The Crawl Control Message appears on the edit monitor as shown in Figure 10-5.

2. Press → to position the cursor within the Command column in Step 0. Press the "R" key (for "Row") to crawl multiple rows of text simultaneously. (NOTE: If you want to crawl multiple rows of text, this command must be selected for the first step - Step 0 - and will be automatically applied to every multi-row message entered into the Crawl Control Message.)

3. Press → to position the cursor within the Data column of Step 0. Enter "2".

   System Response:

(Step).	(Command)	(Data)
0	ROW	2

   This indicates that two rows of text will crawl across the screen at once.

4. Press NEWLINE to position the cursor down to the Command column of Step 1.

5. Press the CRAWL key. Then press → to position the cursor within the Data column of Step 1.

6. Using either keypad, first enter the number 0. Then press → and the number 3.

   System Response:

(Step)	(Command)	(Data)
1	CRAWL	0 - 3

   This instructs the system to crawl messages 0, 1, 2 and 3.

7. Move the cursor down to the Command column in Step 2.

8. Press "P" (for "Pause"). Move the cursor within the Data column of Step 2.

9. Enter the number 30 on either keypad.

   System Response:

(Step)	(Command)	(Data)
2	PAUSE	30

   This instructs the system to pause the crawl for 30 frames (or 1 second) after messages 0 through 3 display.

10. Press NEWLINE to position the cursor down to Command column in Step 3.

11. Press the CRAWL key again. Move the cursor within the Data column of Step 3.

12. Enter "5" on either keypad.

    System Response:

(Step)	(Command)	(Data)
3	CRAWL	5

    This instructs the system to crawl message number 5.

13. Press NEWLINE to position the cursor down to the Command column in Step 4.

14. Press the "S" key (for "Speed") to change the speed of the crawl. The default speed is set at 3. (Messages 0 through 3 crawl at speed 3.)

15. Move the cursor within the Data column of Step 4. Enter the number 6 on either keypad.

System Response:

(Step)	(Command)	(Data)
4	SPEED	6

The crawl speed has been increased to 6. (The change in speed occurs when the first character of the next selected message reaches the right margin of safe title.)

16. Press NEWLINE to position the cursor down to the Command column in Step 5.

17. Press the CRAWL key again. Move the cursor within the Data column of Step 5.

18. Enter "10" on either keypad.

System Response:

(Step)	(Command)	(Data)
5	CRAWL	10

This instructs the system to crawl message number 10 (with an increased speed).

19. Press NEWLINE to position the cursor down to the Command column in Step 6.

20. Press "C" (for "Continue") to repeat the Crawl Control Message.

21. Move the cursor within the Data column of Step 6.

22. Enter "0".

System Response:

(Step)	(Command)	(Data)
6	CONTINUE	0

This instructs the system to repeat every command that you've entered into the Crawl Control Message. (You can repeat a Crawl Control Message from any step, not necessarily the first step.)

The Crawl Control Message now appears as:

(Step)	(Command)	(Data)
0	ROW	2
1	CRAWL	0 - 3
2	PAUSE	30
3	CRAWL	5
4	SPEED	6
5	CRAWL	10
6	CONTINUE	0

10.3.11.2 Executing a Crawl. To execute the Crawl Control Message you've set up:

1. Press CNTL to exit the Crawl Control Message.

2. Using the Cursor Move Keys, position the cursor on the row where you want the crawl to display.

3. Press CRAWL. (The safe title area shrinks to the size of the crawl window, a box in which the crawling text will display. The crawl window is automatically set to the scanline size of text from the first message recalled.)

   System Response: LOADING CRAWL BUFFER
   CRAWL BUFFER READY

4. To start the crawl you've set up, press any key, such as a speed key from the Address Keypad. To adjust the crawl speed during its execution, press ↑ to increase or ↓ to decrease it, or press 0 to 6 on the Address Keypad.

   System Response: CRAWL IN PROGRESS - SPEED 6

5. To halt a running crawl, press the ESC key.

10.3.11.3 Recording the Crawl Control Message. There can only be one Crawl Control Message active in memory at one time. To retain several Crawl Control Messages, record them on disk and recall them as needed. To record the Crawl Control Message currently stored in SCRIBE memory:

1. Press CNTL RCD.

   System Response: The Control Record Menu appears on the edit monitor.

2. Using the Address Keys, enter the ID number where you want to store the Crawl Control Message.

3. Press CRAWL to store the message.

   System Response: RECORDING CRAWL CONTROL MESSAGE

Error Responses

CRAWL BUFFER EMPTY - No message had been recorded at the ID number that you've recalled as a crawl.

CRAWL WINDOW EXCEEDS SCREEN SIZE - The crawl window is too large for the screen size, probably due to the position of the cursor.

INSUFFICIENT ROWS IN CRAWL BUFFER - Not enough text rows were recorded to fill the multi-row crawl buffer.

WARNING - CRAWL WINDOW EXCEEDS 100 SCANLINES - Messages that exceed 100 scanlines, including the multi-row messages, should first be previewed to ensure that the system can properly crawl them.

NOTES

We strongly suggest that you first preview any messages that exceed 100 scanlines, include multicolor characters/logos, and/or include 3D or textured characters. This is to ensure that all messages crawl properly within the window.

Use the keys INS ROW (to insert a blank command) and DEL ROW (to delete a command) for editing the Crawl Control Message. The ERASE key deletes all commands that have been entered into the Crawl Control Message.

To avoid including blank rows after a text message, we suggest that all messages that you plan to crawl should first be recorded by the functions Record One Row (CNTL RCD E) or Record From Cursor to End of Text (CNTL RCD E). These types of recording functions eliminate the extra spaces tagged-on after text.

Since the crawl window is set to the size of the first text row during display, any following messages will lose the bottom portions of their characters if they were typed in a font size larger than the first message. To avoid crawling "chopped-off" text, type your first message in the largest font size loaded.

Crawl pauses take effect when each row or group of rows in the selected message reach the same position on the screen as the corresponding row in the recorded message.

Programmed speed changes take effect when the first row of the selected message comes into view at the right side of the crawl window.

The width of the safe title box in the first crawl message will be the minimum width of each crawling text row.

Text rows containing overlapped text cannot be crawled (excluding character edges).

PART IV

UTILITY PROGRAMS

Utilities are supplemental programs which provide a variety of functions to the operator, including a means of rearranging the data structure on disks, performing master font to machine font conversion, etc. Part IV of this manual consists of Section 11, Disk Utility, and Section 12, Font Create Utility.

Disk Utilities consist of a series of functions which include formatting and initializing disks; copying programs, fonts and directories; renaming fonts and directories; deleting fonts and programs; and displaying lists of fonts, programs, disk header information, error log tables and even previously recorded messages in block-letter type on your prompt monitor screen.

Font Create Utility enable you to create your own font library by specifying a font's size and edge type.

All of the SCRIBE utilities are menu driven. With each program you'll see a menu with which you "fill in the blanks" (fields) as needed. Then just press the NEWLINE key and the SCRIBE executes the program as you've set it up.

SECTION 11

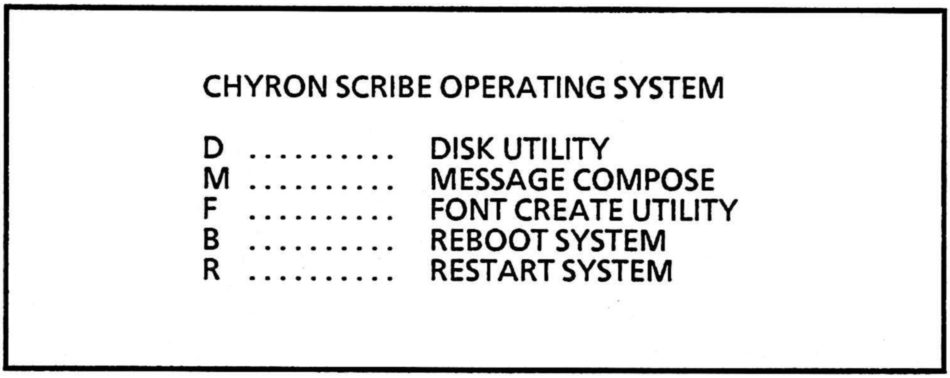
DISK UTILITY

11.1 INTRODUCTION

The Disk Utilities are programs you select to change the data structure of a disk. Some of these "changes" are copying a disk, message directories, fonts and programs; renaming directories and fonts; formatting and initializing disks; and displaying directories. You can also delete programs and fonts to make room on the disk if necessary.

11.2 GETTING STARTED

All the utilities are available after you select the Disk Utility Program from the Typical Loading Menu, Figure 11-1.



```
CHYRON SCRIBE OPERATING SYSTEM

D ..........  DISK UTILITY
M ..........  MESSAGE COMPOSE
F ..........  FONT CREATE UTILITY
B ..........  REBOOT SYSTEM
R ..........  RESTART SYSTEM
```

Figure 11-1. Typical Loading Menu

Press "D" to load the Disk Utilities. The system will display the Disk Utility Menu, Figure 11-2.

Enter a number 1 through 6 that corresponds to the program you want to use.

```
SCRIBE DISK UTILITIES FUNCTIONS

[1]     COPY
[2]     RENAME
[3]     DELETE
[4]     DISPLAY
[5]     MODIFY DRIVE CONFIGURATION TABLE
[6]     FORMAT & INITIALIZE

SELECT FUNCTION [1-6]
```

Figure 11-2. Disk Utility Menu

11.3 FORMAT AND INITIALIZE

Chyron-supplied hard disks are already formatted and initialized. Initialization and formatting, however, are necessary for floppy disks.

Enter "6" from the Alphanumeric or Address Keypad. The Format and Initialize Menu, Figure 11-3, is displayed.

```
6. FORMAT & INITIALIZATION

[1] FORMAT AND INITIALIZE WITH VERIFY
[2] FORMAT AND INITIALIZE NO VERIFY
[3] INITIALIZE ONLY

SELECT FUNCTION [1-3]:
```

Figure 11-3. Format & Initialize Menu

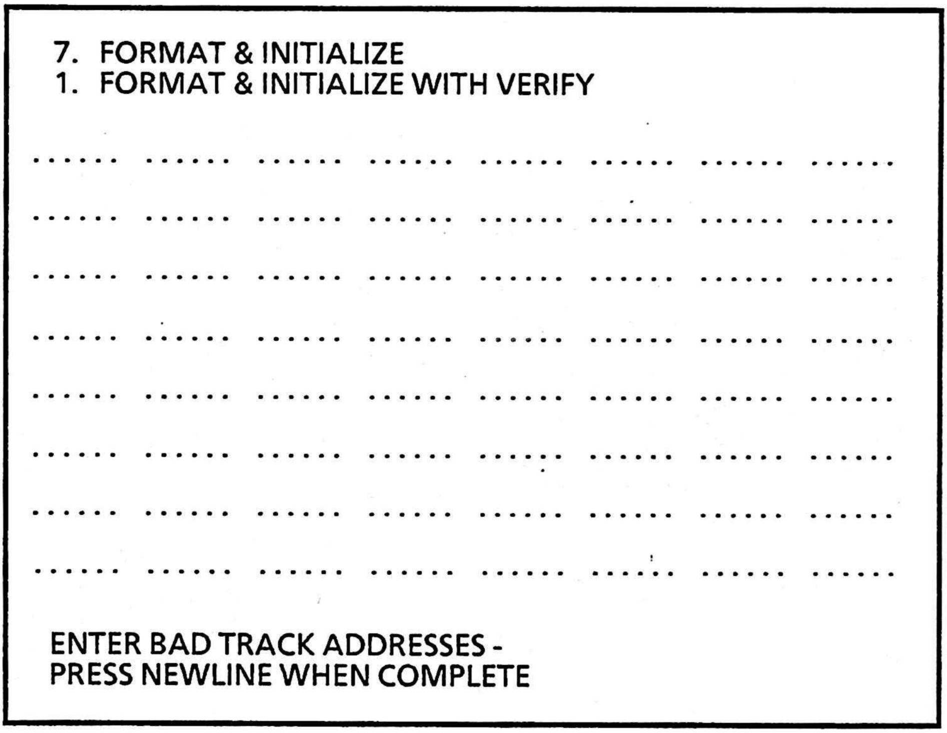
11.3.1 FORMAT AND INITIALIZE WITH VERIFY

This function is needed <u>only once</u> for each floppy disk before use. A data pattern is written onto the disk and the system then reads it back to guarantee that the data is correct.

NOTE

> A disk should be rejected if there are more than 64 bad tracks. (Also, Track 0 <u>cannot</u> be a bad track as the system uses Track 0 for computing other bad track numbers.)

1. Press the "1" key and the Format and Initialize With Verify Menu, Figure 11-4, is displayed.



```
7. FORMAT & INITIALIZE
1. FORMAT & INITIALIZE WITH VERIFY

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

......  ......  ......  ......  ......  ......  ......  ......

ENTER BAD TRACK ADDRESSES -
PRESS NEWLINE WHEN COMPLETE
```

Figure 11-4. Format and Initialize With Verify Menu

The six decimals are locations where bad track numbers are typed. If you are reformatting your Winchester Hard Drive, you will see the bad track numbers on the card attached to the disk drive. If you are formatting a new floppy disk, do not make any entries and skip to Step 3.

2. Type in each bad track number at a decimal set. Use the Cursor Direction keys to move the cursor to another decimal set.

3. Enter the number corresponding to the disk drive.

4. Press the NEWLINE key to record all bad tracks.

   System Response: ARE YOU SURE? TYPE YES. . . .

5. Type the word "yes" in either all upper-case or lower-case letters. The system first formats the disk and then initializes it track by track. A prompt automatically appears counting the tracks numbers first for formatting and then for initialization.

NOTE

> If you are initializing a hard disk or other high-capacity device, a second confirmation is required as a safety measure. After the first confirmation, the system will respond with:
>
> "HIGH CAPACITY MEDIA - ARE YOU SURE?
> TYPE YES: . . .".
>
> Type "YES" to initialize, or type "NO" to abort the operation.

11.3.2 FORMAT AND INITIALIZE NO VERIFY

Format and Initialization without verification is similar to the regular Format and Initialization, except that just the data pattern is written. Therefore, this function does not guarantee that all tracks on the disk are working properly. This function runs faster as a result of avoiding the verification pass.

1. Press "2" during the display of the Format and Initialize Menu. Figure 11-5 appears:

```
  6. FORMAT & INITIALIZE
  2. FORMAT & INITIALIZE NO VERIFY

...... ...... ...... ...... ...... ...... ...... ......

...... ...... ...... ...... ...... ...... ...... ......

...... ...... ...... ...... ...... ...... ...... ......

...... ...... ...... ...... ...... ...... ...... ......

...... ...... ...... ...... ...... ...... ...... ......

...... ...... ...... ...... ...... ...... ...... ......

ENTER BAD TRACK ADDRESSES -
PRESS NEWLINE WHEN COMPLETE
```

Figure 11-5. Format and Initialize Without Verification Menu

2. If formatting a hard disk, type in the bad track numbers from the card attached to the hard disk drive. (A disk should be rejected if there are 64 or more bad tracks. Also, Track 0 <u>cannot</u> be a bad track.)

3. Enter a number corresponding to the disk drive.

   System Response: ARE YOU SURE? TYPE YES: . . .

4. Press NEWLINE to record all listed bad tracks.

NOTE

If you are initializing a hard disk or other high-capacity device, a second confirmation is required as a safety measure. After the first confirmation, the system will respond with:

"HIGH CAPACITY MEDIA - ARE YOU SURE?
TYPE YES: . . .".

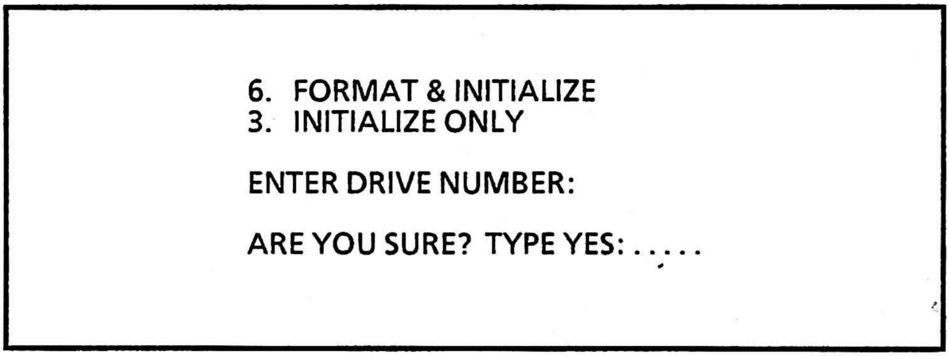
Type "YES" to initialize, or type "NO" to abort the operation.

5. Type the word "YES" in all upper-case or all lower-case letters. The system then formats the disk and initializes it track by track. A prompt indicates the system's progress.

11.3.3 INITIALIZE ONLY

Initialization removes all data from a floppy disk or Winchester Hard Disk. Initialization can be executed any time you have to erase a disk, or in case the disk has been damaged.

1. Enter "3" from the Format and Initialize Menu. Figure 11-6, Initialize Only Menu, appears on screen.



```
6. FORMAT & INITIALIZE
3. INITIALIZE ONLY

ENTER DRIVE NUMBER:

ARE YOU SURE?  TYPE YES: . . . . .
```

Figure 11-6. Initialize Only Menu

2. Enter the drive number containing the disk to be initialized.

3. Confirm initialization by typing "YES" in all upper-case or all lower-case letters at the "Are you sure?" prompt. The system

will begin the process, and a prompt indicates the system's progress.

NOTE

If you are initializing a hard disk or other high-capacity device, a second confirmation is required as a safety measure. After the first confirmation, the system will respond with:

```
HIGH CAPACITY MEDIA - ARE YOU SURE?
TYPE YES: . . .".
```

Type "YES" to initialize, or type "NO" to abort the operation.

```
(INITIALIZING TRACK X OF XXX)
```

Upon completion, a prompt displays all the items that were initialized, such as:

```
INITIALIZED SYSTEM PROGRAM DIRECTORY
INITIALIZED MASTER FONT DIRECTORY
INITIALIZED MACHINE FONT DIRECTORY
INITIALIZED SYSTEM ERROR LOG DIRECTORY
INITIALIZED MESSAGE DIRECTORY
INITIALIZED ROOT BLOCK DIRECTORY
INITIALIZED DISK HEADER BLOCK

MOUNTING DISK
CREATE SCRIBE MESSAGE DIRECTORY
CREATE PROGRAM NAME FILE
CREATE MASTER FONT NAME FILE
CREATE MACHINE FONT NAME FILE
```

11.4 COPY

The Copy function enables you to duplicate recorded messages, message directories, machine and master fonts, etc. SCRIBE master fonts cannot be copied onto removable media such as floppy disks. You can, however, copy master fonts onto a hard disk.

Press the "1" key to start this function. The Copy Menu, Figure 11-7, will be displayed.

```
1.  COPY

[1] COPY DIRECTORY
[2] COPY FILE

SELECT COPY FUNCTION [1,2]:
```

Figure 11-7. Copy Menu

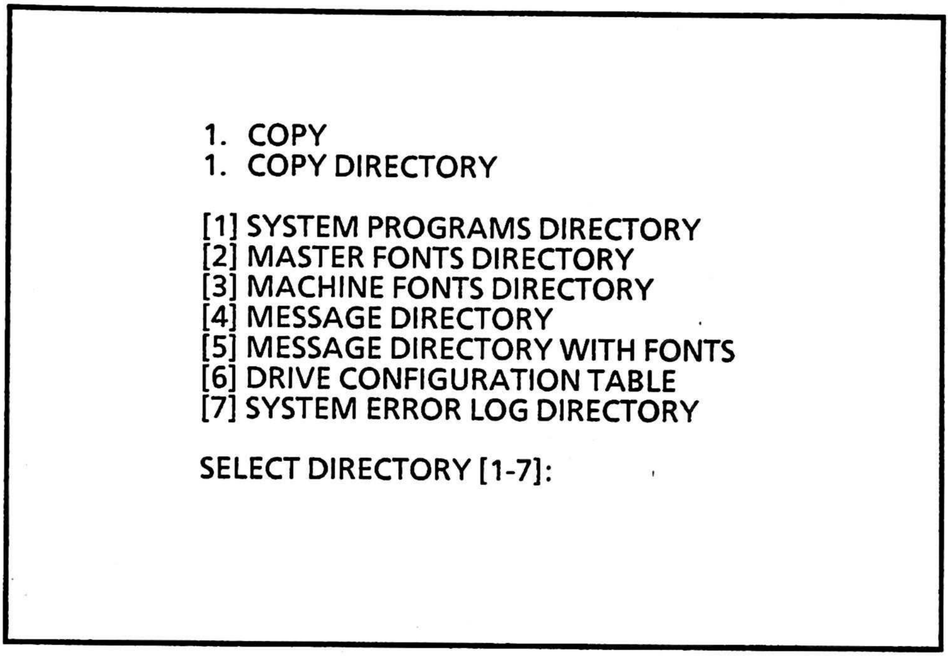
11.4.1 COPY DIRECTORY

Various forms of directories, such as system programs, master fonts, machine fonts, message directories, drive configuration tables and system error logs can be duplicated with this function. Directories can take up several tracks on a disk. To prevent overwriting valuable data, a warning prompt (REPLACE Y OR N) appears. This flag tells you that data already exists where you're copying. You have the option of keeping the old data or overwriting it with new data.

Press the "1" key during the display of the Copy Menu. This produces the Copy Directory Menu, Figure 11-8.

11.4.1.1 System Program Directories. These are the programs listed on your loading menu, such as Message Compose, Font Create and Disk Utility, etc.

To copy all of these programs available on the disk:



```
1. COPY
1. COPY DIRECTORY

[1] SYSTEM PROGRAMS DIRECTORY
[2] MASTER FONTS DIRECTORY
[3] MACHINE FONTS DIRECTORY
[4] MESSAGE DIRECTORY
[5] MESSAGE DIRECTORY WITH FONTS
[6] DRIVE CONFIGURATION TABLE
[7] SYSTEM ERROR LOG DIRECTORY

SELECT DIRECTORY [1-7]:
```

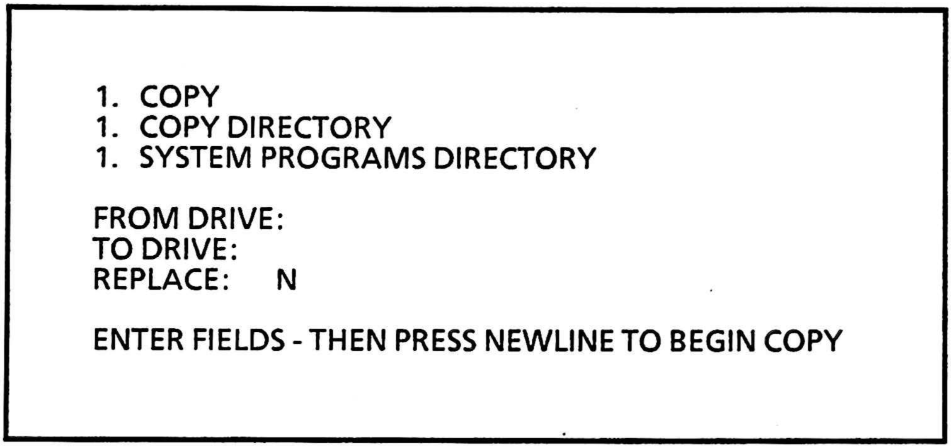
Figure 11-8. Copy Directory Menu

1. Press the "1" key during display of the Copy Directory Menu. The Copy System Programs Directory Menu (Figure 11-9) will be displayed.

2. Position the cursor on the FROM DRIVE field. Using either the Alphanumeric or Address keys, press the number that corresponds to the disk drive that contains the directory. After entering the field, the cursor moves to the next field.

3. Move the cursor down to the TO DRIVE field. Enter a number that is the same as the disk drive where the directory will be copied. (You cannot copy a program onto the same disk as the original program.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. Pressing "Y" tells the system that it can overwrite existing data. Pressing "N"



```
1. COPY
1. COPY DIRECTORY
1. SYSTEM PROGRAMS DIRECTORY

FROM DRIVE:
TO DRIVE:
REPLACE:     N

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-9. Copy System Programs Directory Menu

prevents this by prompting whether duplicate files can be replaced.

5. Once you've completed entering values for the fields, press NEWLINE. The copy of the programs is executed.

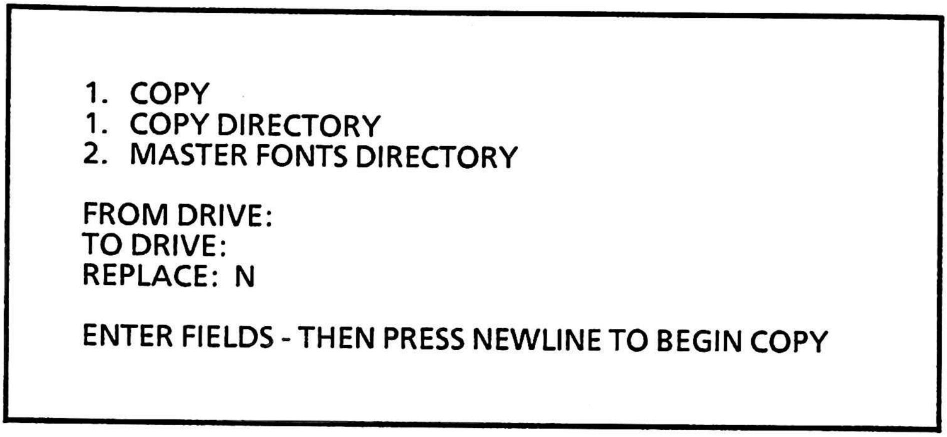
11.4.1.2 Master Font Directories. Master fonts are the original "outline" forms of characters from Chyron. Master fonts cannot be copied onto floppy disks, but only onto a hard disk.

To copy all the master fonts on a disk:

1. Press the "2" key during the display of the Copy Directory Menu. The Copy Master Fonts Directory Menu, Figure 11-10, is displayed on screen.

2. Position the cursor on the FROM DRIVE field. Enter the number corresponding to the disk drive containing the master fonts. The cursor then automatically moves to the TO DRIVE field.

3. Move the cursor down to the TO DRIVE field. Enter a number corresponding to the disk drive where the master fonts will be copied onto. (This must be different than the FROM DRIVE number.)



```
1. COPY
1. COPY DIRECTORY
2. MASTER FONTS DIRECTORY

FROM DRIVE:
TO DRIVE:
REPLACE: N

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-10. Copy Master Fonts Directory Menu

4. To prevent overwriting data on the second disk, the prompt REPLACE: N displays on the menu. Pressing the "Y" key tells the system that it can overwrite any existing data. Or pressing the "N" key prevents overwriting by first prompting whether a duplicate file can be replaced.

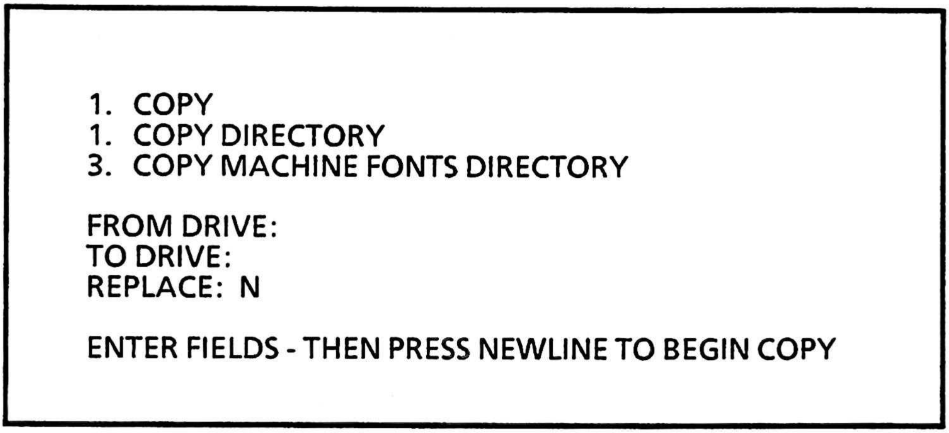
5. Once you've completed entering values for the fields, press NEWLINE. The copy of the master fonts is executed.

11.4.1.3 Machine Fonts Directories. Machine fonts are master fonts that have been converted during Font Create Utility. These are the fonts that you display during Message Compose.

To copy machine fonts:

1. Press "3" during display of the Copy Directory Menu. The Copy Machine Fonts Directory Menu (Figure 11-11) appears on screen.

2. Position the cursor on the FROM DRIVE field. Enter a number corresponding to the disk drive containing the machine fonts. The cursor is then automatically positioned over the TO DRIVE field.



```
1. COPY
1. COPY DIRECTORY
3. COPY MACHINE FONTS DIRECTORY

FROM DRIVE:
TO DRIVE:
REPLACE: N

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-11. Copy Machine Fonts Directory Menu

3. Move the cursor down to the TO DRIVE field. Enter a number that is the same as the disk drive where the machine fonts will be copied onto. (This must be different than the FROM DRIVE number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N displays on the menu. Pressing the letter Y key tells the system that it can overwrite any existing data. Or pressing the letter N key prevents overwriting by first prompting whether a duplicate file can be replaced.

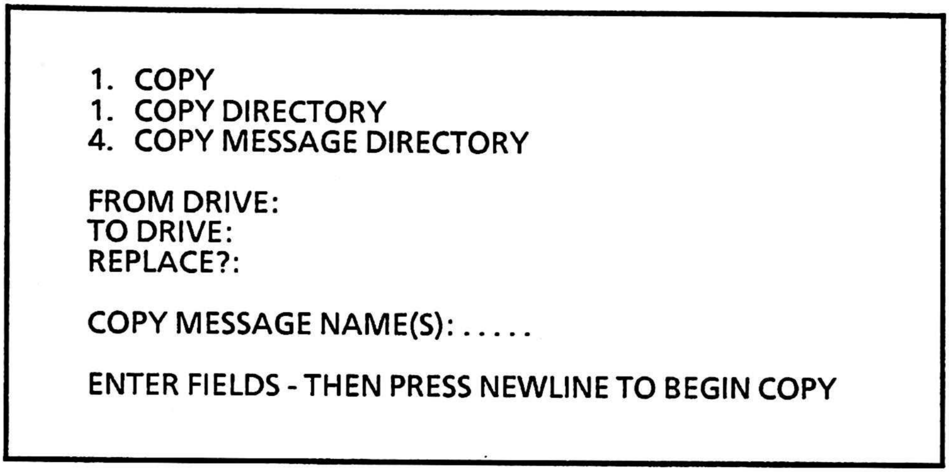
5. Once you've completed entering values for the fields, press NEWLINE. The copy of the machine fonts is executed.

11.4.1.4 Message Directory. All recorded messages assigned to a particular directory can be copied onto another disk.

If the disk where the messages are transferred to already has a message directory with the same name, then a warning prompt (REPLACE? Y, N) appears. This added warning allows you to save the existing data by pressing the "N" key. Or you can overwrite it with the new data by pressing the "Y" key.

To copy a directory:

1. Press "4" during display of the Copy Directory Menu. The Copy Message Directory Menu (Figure 11-12) is displayed on screen.



```
1. COPY
1. COPY DIRECTORY
4. COPY MESSAGE DIRECTORY

FROM DRIVE:
TO DRIVE:
REPLACE?:

COPY MESSAGE NAME(S): .....

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-12. Copy Message Directory Menu

2. Move the cursor over the FROM DRIVE fields. Using either keypad, enter a number 0 and 9 corresponding to the drive containing the disk where the directory now exists.

3. Now move the cursor down to the TO DRIVE field. Enter another number on either keypad which corresponds to the drive containing the disk where the directory will be copied onto.

4. Move the cursor down to the REPLACE? field. Type the "Y" key if it doesn't matter that the system will overwrite any already existing data it encounters on the second (TO DRIVE) disk. Or to save any existing data, press the "N" key.

5. Move the cursor down to the COPY MESSAGE NAME(S) field and type in the name of the message directory you want to copy.

6. Press the NEWLINE key to execute the copy. All messages previously assigned to this directory are copied onto the second

disk. Only the message ID numbers containing recorded messages on the first disk will replace identically numbered message IDs on the second disk.

NOTES

More than one directory can be copied at a time if you add an asterisk (*) after or before the name you've typed in the COPY MESSAGE NAME(S) field.

Example: these message directories are contained on a disk:

NEWS1
NEWS2
SPORTS1
SPORTS2

If you type NEWS* in the COPY MESSAGE NAME(S) field, then both NEWS1 and NEWS 2 are copied at once. If you type *1 in this field, then both NEWS1 and SPORTS1 would be copied at once.

Error Messages

MESSAGE FILE ALREADY EXISTS. REPLACE? (Y, N). You had previously entered "N" for the REPLACE? field in the Copy Message Directory Menu (Figure 11-12). This double-check message only appears during the execution of the copy when an identical directory name was found on the second (TO DRIVE) disk. If you are certain you want the copy directory to overwrite the existing directory, press the "Y" key. Or, to save the existing directory, press the "N" key. The copy directory is written onto the next unused disk location.

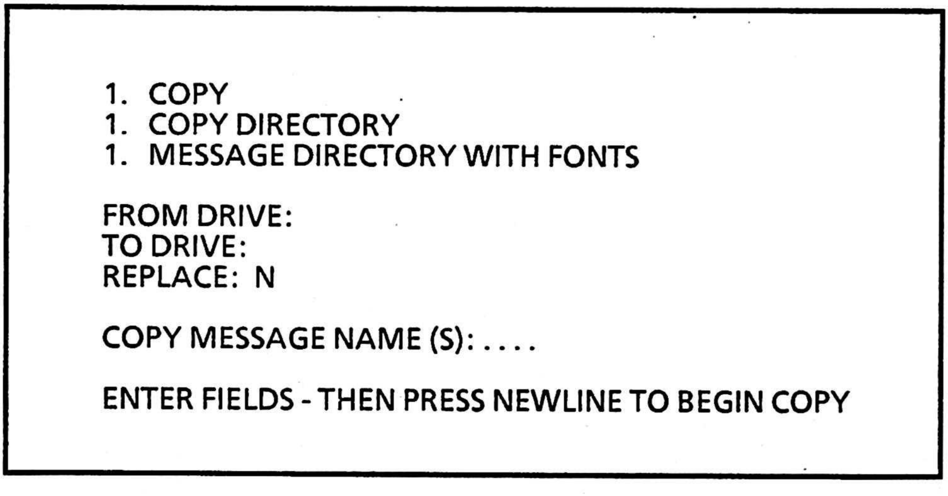
DISK FULL - COPY NOT COMPLETE - PRESS ANY KEY TO CONTINUE. This error occurs when you had selected the hard disk as the second (TO DRIVE) disk and there was not enough space to hold all the data.

DISK FULL - INSERT NEW DISKETTE - PRESS ANY KEY TO CONTINUE.
This error occurs if you'd selected a floppy disk as the second (TO DRIVE) disk and there was not enough space to hold all the data. Eject the diskette and insert a new one into the drive. Then press a key on the keyboard to complete the copy.

11.4.1.5 Message Directory With Fonts. This function enables you to copy a message directory including the fonts selected with it. The fonts must be on the same drive as the message directory for this function to work properly.

To copy a message file:

1. Press the "5" key during display of the Copy Directory Menu. The Copy Message Directory With Fonts Menu, Figure 11-13, is displayed on screen.



```
1. COPY
1. COPY DIRECTORY
1. MESSAGE DIRECTORY WITH FONTS

FROM DRIVE:
TO DRIVE:
REPLACE: N

COPY MESSAGE NAME (S): ....

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-13. Copy Message Directory With Fonts Menu

2. Position the cursor on the FROM DRIVE field. Enter the number corresponding to the drive containing the message directory to be copied.

3. Move the cursor to the TO DRIVE field. Enter a number that is the same as the disk drive where the message directory will be

copied onto. (This must be different than the FROM DRIVE number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N displays on the menu. Pressing "Y" tells the system that it can overwrite any existing data on the second disk. Pressing "N" prevents overwriting.

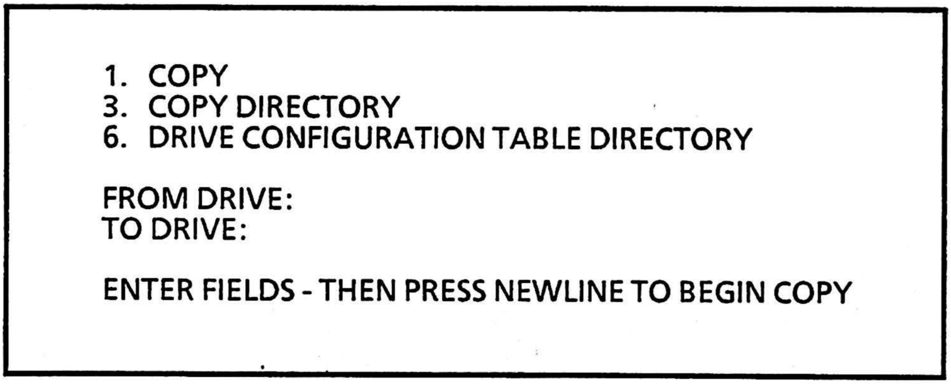
5. Position the cursor down to the COPY NAME(S) field. Using the Alphanumeric Keypad, type in the name of the stored message directory. This name must match exactly as it was originally entered.

6. Press NEWLINE to execute the copy.

11.4.1.6 Drive Configuration Table. A drive configuration table can be duplicated so that you will have a back-up copy in the event of disk drive errors.

To copy a drive configuration table:

1. Press the "6" key during display of the Copy Directory Menu. The Copy Drive Configuration Menu, Figure 11-14, is displayed on screen.



```
1. COPY
3. COPY DIRECTORY
6. DRIVE CONFIGURATION TABLE DIRECTORY

FROM DRIVE:
TO DRIVE:

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-14. Copy Drive Configuration Menu

2. Position the cursor on the FROM DRIVE field. Enter the number corresponding to the disk drive containing the drive configuration table disk.

3. Move the cursor down to the TO DRIVE field. Enter a number that is the same as the disk drive where the configuration table will be copied onto. (This must be different than the FROM DRIVE number.)

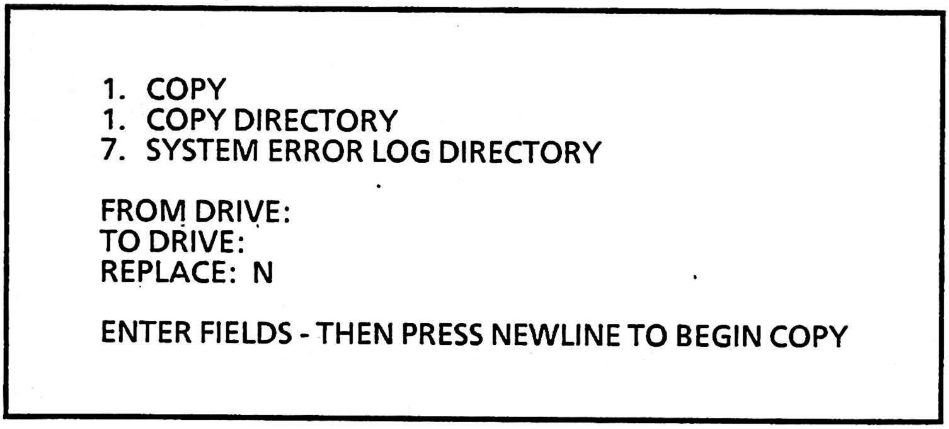
4. Press NEWLINE.

5. The system responds with: FILE ALREADY EXISTS - REPLACE (Y, N)? Press "Y" and the copy takes place.

11.4.1.7 <u>System Error Log Directory</u>. When a recording error or trap error occurs, the error and the date it happened is automatically logged on the hard disk. Only the 99 most recent recording errors are listed in this directory.

To copy an error log directory:

1. Press "7" during display of the Copy Directory Menu. The Copy System Error Log Menu (Figure 11-15) appears on screen.



```
1. COPY
1. COPY DIRECTORY
7. SYSTEM ERROR LOG DIRECTORY

FROM DRIVE:
TO DRIVE:
REPLACE: N

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-15. Copy System Error Log Menu

2. Using either keypad, enter a number corresponding to the drive containing the disk data.

3. Move the cursor to the TO DRIVE field. Enter a number on either keypad that corresponds to the disk drive where the error log directory will be copied onto. (This must be different than the FROM DRIVE number.)

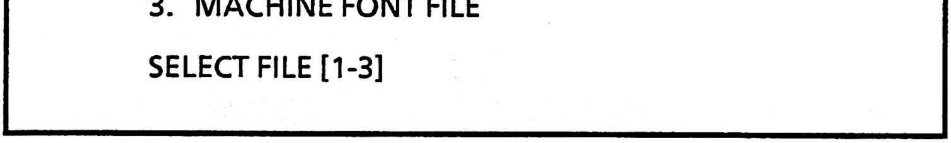
4. To prevent overwriting data already on the second disk, position the cursor down to the REPLACE line. Press "N" to tell the system not to overwrite existing data it encounters on the second disk. Or press "Y" to overwrite any existing data.

5. Press NEWLINE to execute the copy of the error log directory.

11.4.2 COPY FILE

The Copy File allows you to copy individually stored data, such as programs, master fonts, machine fonts, and messages (with or without their fonts.)

Press "2" on either keyboard during display of the Copy Menu. The Copy File Menu (Figure 11-16) is displayed on screen.



```
1. COPY
2. COPY FILE

1. SYSTEM PROGRAM FILE
2. MASTER FONT FILE
3. MACHINE FONT FILE

SELECT FILE [1-3]
```

Figure 11-16. Copy File Menu

11.4.2.1 System Program File. These are the programs listed on your loading menu, such as Message Compose, Font Create, Disk Utility, etc. With this function, you select one of the listed programs for duplication.

To copy one program:

1. Press "1" during display of the Copy File Menu. This Copy System Program File Menu, Figure 11-17, is displayed on screen.

```
1. COPY
2. COPY FILE
1. SYSTEM PROGRAM FILE

FROM DRIVE:
TO DRIVE:
REPLACE:  N

COPY PROGRAM NAME(S): . . . . .

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN COPY
```

Figure 11-17. Copy System Program File Menu

2. Position the cursor on the FROM DRIVE field. Enter the number corresponding to the disk drive containing the program disk.

3. Move the cursor to the TO DRIVE field. Enter a number that is the same as the disk where the programs will be copied to. (This must be different than the FROM DRIVE number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N displays on the menu. Pressing "Y" tells the system that it can overwrite any existing data on the second disk. Pressing "N" prevents this by prompting whether duplicate files can be replaced.

5. Position the cursor on the COPY NAME(S) field. Using the Alphanumeric Keypad, type in the name of the stored program. This name must match exactly as it was originally entered or you can only type the first few characters followed by an * (asterisk).

6. Press NEWLINE once you've finished entering values. This executes the copy of the program.

11.4.2.2 Master Font File. This function allows you to duplicate a single master font. (Remember that Chyron master fonts cannot be copied onto floppies. These are fonts whose ID's are above 5000.)

To copy a master font:

1. Press "2" during display of the Copy File Menu. The system will respond with:

   FROM DRIVE:
   TO DRIVE:
   REPLACE: N

   COPY FONT NAME(S): . . . . . .
   FROM ID: . . . . . .
   TO ID: . . . . . .

3. Move the cursor to the TO DRIVE field. Enter a number corresponding to the drive containing the disk where the master font will be copied onto. (This must be different than the FROM DRIVE number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. Pressing "Y" tells the system that it can overwrite any existing data on the second disk. Pressing "N" prevents overwriting by prompting whether duplicate files can be replaced.

   At this point you can copy fonts by name or ID entry. If you copy by name, follow instructions for Step 5. If you copy by font ID's, follow instructions for Steps 6 and 7. If any entry is made to both the name and the ID fields, the copy is executed based on the name field, and the ID field is ignored.

5. Position the cursor on the COPY NAME(S) field. Using the Alphanumeric Keypad, type the name of the stored master font or the first few characters of the name followed by an * (asterisk). This name must match exactly as it was originally entered.

6. Move the cursor down to the FROM ID field. Type in the first master font ID number.

7. Move the cursor down to the TO ID field. Type in the ID number of the last master font to be copied.

8. Press NEWLINE once you've completed entering values. This copies the master font from one drive to a hard-drive system.

11.4.2.3 Machine Font File. This function enables you to duplicate a machine font.

To copy a machine font:

1. Press "3" during display of the Copy File Menu. The system will respond with:

   FROM DRIVE:
   TO DRIVE:
   REPLACE: N

   COPY FONT NAME(S): .....
   FROM ID: .....
   TO ID: .....

2. Position the cursor on the FROM DRIVE field. Using either keypad, enter the number corresponding to the drive containing the machine font disk.

3. Move the cursor to the TO DRIVE field. Enter a number that is the same as the drive containing the disk where the machine font will be copied onto. (This must be different than the FROM DRIVE number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N displays on the menu. Press "Y" to tell the system that it can overwrite any existing data on the second disk. Press "N" to prevent overwriting by prompting whether duplicate files can be replaced.

   You can copy fonts by name or ID entry. If you copy by name, follow instructions for Step 5. If you copy by font ID's, follow instructions for Steps 6 and 7. If an entry is made to both name and ID fields, the copy is executed based on the name field, and the ID field is ignored.

5. Position the cursor down to the COPY NAME(S) field. Using the Alphanumeric keypad, type in the name of the stored machine font. This name must match exactly as it was originally entered.

6. Move the cursor down to the FROM ID field. Type in the first machine font ID number.

7. Move the cursor down to the TO ID field. Type in the ID number of the last machine font to be copied.

8. Press NEWLINE once you've completed entering values. This copies the machine font from one drive to a hard-drive system.

11.4.2.4 Texture Files. Texture files are copied as follows:

1. Press "4" during display of the Copy File Menu. The system will respond with:

   FROM DRIVE:
   TO DRIVE:
   REPLACE: N

   COPY TEXTURE NAME(S): . . . . .
   FROM ID: . . . . .
   TO ID: . . . . .

2. Position the cursor on the FROM DRIVE: field, then enter the number of the source disk drive.

3. Move the cursor to the TO DRIVE: field. Enter the drive number of the destination disk. (This must be different than the FROM DRIVE: number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. The system prompts if there is obstructing data on the target disk. Enter "Y" here to overwrite data without prompting.

   Files are copied using name or ID number. To copy by name, follow instructions for Step 5. To copy by ID, follow instructions for Steps 6 and 7. If entries are made to both fields, copy is based on name only.

5. Position the cursor down to the COPY TEXTURE NAME(S) field. Type in the texture name or the first few characters of the name followed by an asterisk.

6. Move the cursor down to the FROM ID field. Type in the first disk ID number.

7. Move the cursor down to the TO ID field. Type in the ID number of the last texture file to be copied.

8. Press NEWLINE once you've completed entering values. This copies the texture file from one drive to another.

11.4.2.5 Word Files. Word files are copied as follows:

1. Press "5" during display of the Copy File Menu. The system will respond with:

   FROM DRIVE:
   TO DRIVE:
   REPLACE: N

   COPY WORD FILE NAME(S): . . . . . .
   FROM ID: . . . . . .
   TO ID: . . . . . .

2. Position the cursor on the FROM DRIVE: field, then enter the number of the source disk drive.

3. Move the cursor to the TO DRIVE: field. Enter the drive number of the destination disk. (This must be different than the FROM DRIVE: number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. The system prompts if there is obstructing data on the target disk. Enter "Y" here to overwrite data without prompting.

   Files are copied using name or ID number. To copy by name, follow instructions for Step 5. To copy by ID, follow instructions for Steps 6 and 7. If entries are made to both fields, copy is based on name only.

5. Position the cursor down to the COPY WORD FILE NAME(S) field. Type in the name, or the first few characters of the name followed by an asterisk.

6. Move the cursor down to the FROM ID field. Type in the first disk ID number.

7. Move the cursor down to the TO ID field. Type in the ID number of the last word ID file to be copied.

8. Press NEWLINE once you've completed entering values. This copies the word file from one drive to another.

11.4.2.6 3D Edit Files. 3D Edit files are copied as follows:

1. Press the "6" key during display of the Copy File Menu. The system will respond with:

   FROM DRIVE:
   TO DRIVE:
   REPLACE: N

COPY 3D EDIT FILE NAME(S): . . . . . .
FROM ID: . . . . . .
TO ID: . . . . . .

2. Position the cursor on the FROM DRIVE: field, then enter the number of the source disk drive.

3. Move the cursor to the TO DRIVE: field. Enter the drive number of the destination disk. (This must be different than the FROM DRIVE: number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. The system prompts if there is obstructing data on the target disk. Enter "Y" here to overwrite data without prompting.

   Files are copied using name or ID number. To copy by name, follow instructions for Step 5. To copy by ID, follow instructions for Step 6 and 7. If entries are made to both fields, copy is based on name only.

5. Position the cursor down to the COPY 3D EDIT FILE NAME(S) field. Type in the name, or the first few characters of the name followed by an asterisk.

6. Move the cursor down to the FROM ID field. Type in the first disk ID number.

7. Move the cursor down to the TO ID field. Type in the ID number of the last 3D Edit file to be copied.

8. Press NEWLINE once you've completed entering values. This copied the 3D Edit file from on drive to another.

11.4.2.7 Character Placement Tables. Character Placement Tables are copied as follows:

1. Press the "7" key during display of the Copy File Menu. The system will respond with:

FROM DRIVE:
TO DRIVE:
REPLACE: N

FROM ID: . . . . . .
TO ID: . . . . . .

2. Position the cursor on the FROM DRIVE: field, then enter the number of the source disk drive.

3. Move the cursor to the TO DRIVE: field. Enter the drive number of the destination disk. (This must be different than the FROM DRIVE: number.)

4. To prevent overwriting data on the second disk, the prompt REPLACE: N is displayed on the menu. The system prompts if there is obstructing data on the target disk. Enter "Y" here to overwrite data without prompting.

NOTE

> Character Placement Tables are copied using ID number only.

5. Move the cursor down to the FROM ID field. Type in the first disk ID number.

6. Move the cursor down to the TO ID field. Type in the ID number of the last Character Placement Table to be copied.

7. Press NEWLINE once you've completed entering values. This copies the Character Placement Table from one drive to another.

11.5 RENAME

The Rename function allows you to change the names of message directories, and change (or add to) the names of machine fonts.

Press the "2" key to enter this utility function. The Rename Menu, Figure 11-18, is displayed on screen.

```
1. RENAME

[1] RENAME MACHINE FONT
[2] RENAME SHOW DIRECTORY
```

Figure 11-18. Rename Menu

11.5.1 RENAME MACHINE FONTS

Machine fonts include standard identification names (i.e., Clarendon 701). However, it may be necessary to lengthen a machine font name to give it clearer identification. For example, the standard Clarendon 701 can be changed to Clarendon 701 With Drop Shadow if the font now includes this edge type. You will then be able to quickly recognize and select from a machine font list.

To rename a machine font:

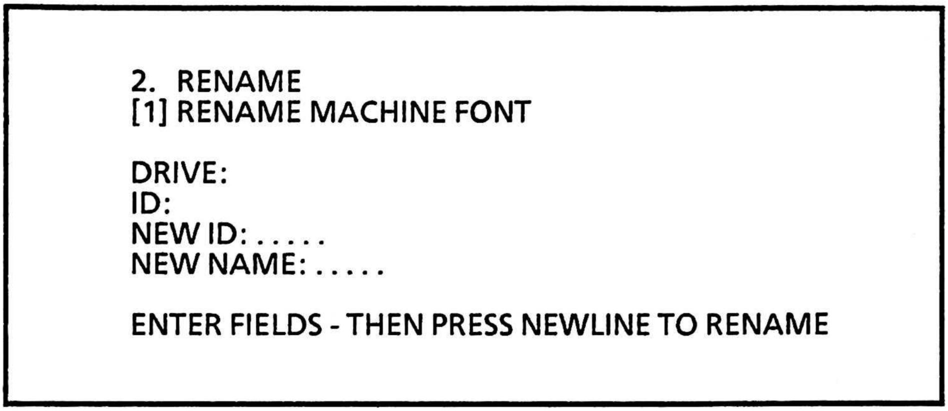
1. Press "1" during display of the Rename Menu. The Rename Machine Font Menu, Figure 11-19, is displayed on screen.

2. Position the cursor over the DRIVE field. Enter a number that corresponds to the drive containing the disk.

3. Move the cursor to the ID field. Enter the current ID number, between 1 and 9999, of the machine font.

   If you want to change only the ID, follow instructions in Step 4. If you want to change only the name, follow instructions in Step 5. If you want to change both ID and name, follow instructions for both Steps 4 and 5.

4. Move the cursor down to the NEW ID field. Type in another unused ID number between 1 and 9999.



```
2. RENAME
[1] RENAME MACHINE FONT

DRIVE:
ID:
NEW ID: . . . . .
NEW NAME: . . . . .

ENTER FIELDS - THEN PRESS NEWLINE TO RENAME
```

Figure 11-19. Rename Machine Font Menu

5. Now position the cursor down to the NEW NAME field. Type in the machine font's new name exactly as you want it to appear. (You can use up to 32 upper-case and lower-case characters.)

6. Press NEWLINE when you've completed entering values for these fields.

   System Response: RENAMING FILE IN PROGRESS ...
   BLOCK COUNT: X

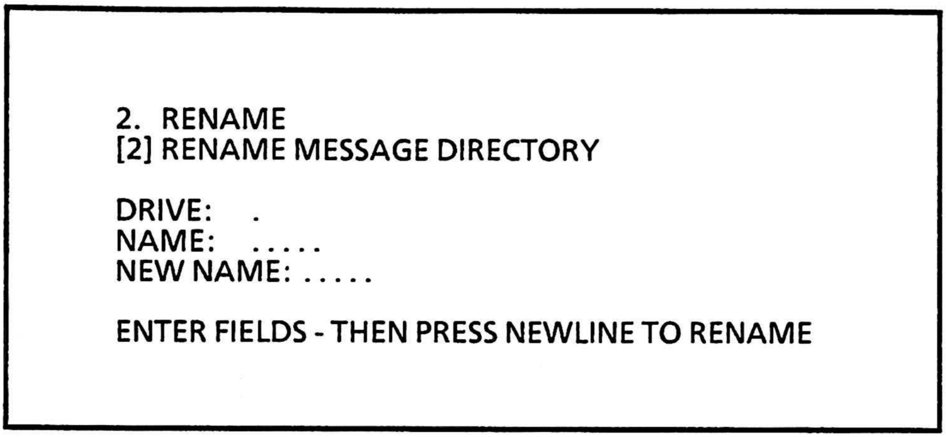
11.5.2 RENAME MESSAGE DIRECTORY

This function allows you to assign another identification name to an existing message directory.

To rename a message directory:

1. Press "2" during display of the Rename Menu. The Rename Show Directory Menu, Figure 11-20, is displayed on screen.

2. Move the cursor to the DRIVE: field, then enter the file's disk drive number.



```
2. RENAME
[2] RENAME MESSAGE DIRECTORY

DRIVE:    .
NAME:    .....
NEW NAME: .....

ENTER FIELDS - THEN PRESS NEWLINE TO RENAME
```

Figure 11-20. Rename Show Directory

3. Move the cursor down to the NAME: field. Enter the entire directory name.

4. Position the cursor at the NEW NAME: field. Type in the new name for the directory. (The name can contain a maximum of 32 upper- and lower-case characters.)

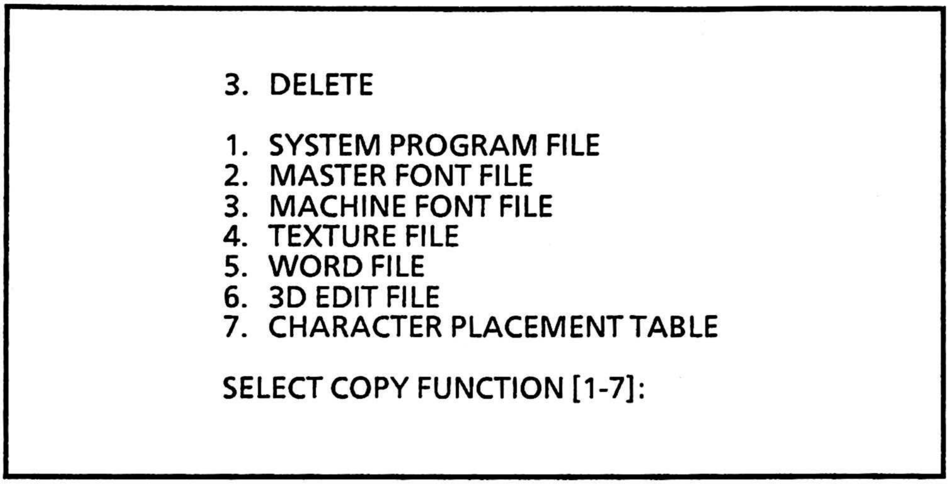
5. Press NEWLINE after you've completed entering values in the fields.

   System Response: RENAMING MESSAGE
   DIRECTORY IN PROGRESS . . .
   BLOCK COUNT: X

11.6 DELETE

This utility function allows the user to delete programs, master fonts/machine fonts, textures, word files, 3D edit files, and character placement tables from a disk.

Press "3" to enter the DELETE function. Doing so displays the Delete Menu, Figure 11-21.



```
3. DELETE

1. SYSTEM PROGRAM FILE
2. MASTER FONT FILE
3. MACHINE FONT FILE
4. TEXTURE FILE
5. WORD FILE
6. 3D EDIT FILE
7. CHARACTER PLACEMENT TABLE

SELECT COPY FUNCTION [1-7]:
```

Figure 11-21. Delete Menu

11.6.1 DELETE SYSTEM PROGRAM FILE

System programs are the programs listed on your loading menu, such as Message Compose, Font Create, Disk Utility, etc.

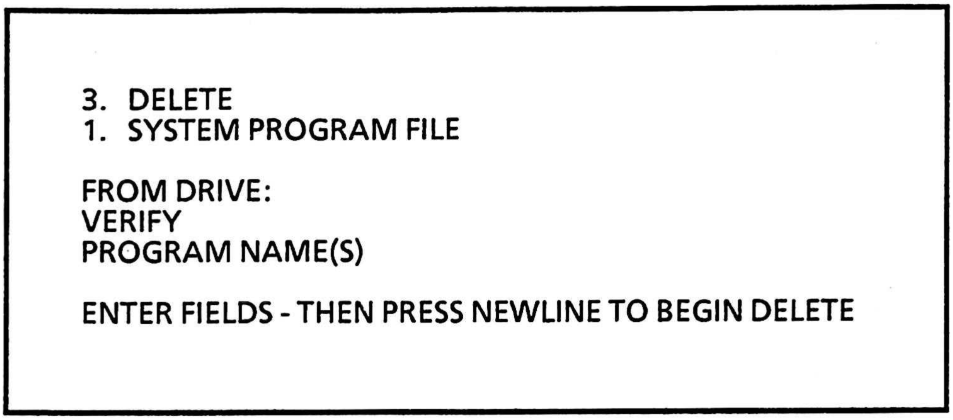
To delete a program:

1. Press "1" key during display of the Delete Menu. The Delete System Program File Menu then appears on screen.

2. Position the cursor on the FROM DRIVE field. Enter the number corresponding to the disk drive containing the programs to be copied.

3. Move the cursor to the VERIFY field. This field is optional; it allows you to set up a "double check," ensuring that you want the program deleted.

   To set up a double check, press "Y" to display the precaution prompt VERIFICATION - PRESS [Y] TO DELETE later (Step 6). Or press "N" key and the VERIFICATION prompt will be skipped in Step 6.



```
3. DELETE
1. SYSTEM PROGRAM FILE

FROM DRIVE:
VERIFY
PROGRAM NAME(S)

ENTER FIELDS - THEN PRESS NEWLINE TO BEGIN DELETE
```

Figure 11-22. Delete System Program File Delete Menu

4. Move the cursor down to the PROGRAM NAME(S) field. Using the Alphanumeric keys, type in the name of the program to be deleted. Make sure that you type the name as it appears on the Loading Menu or type the first few characters followed by an * (asterisk).

5. Press NEWLINE to begin deleting the program.

6. If you had selected "Y" for the VERIFY field in Step 3, then the prompt VERIFICATION - PRESS [Y] TO DELETE displays on screen. Press "Y" to begin deleting the program you've selected.

Deletion begins, and a series of prompts display within the menu:

```
DELETING: XXX.........ID: XX
VERIFICATION - PRESS [Y] TO DELETE NUMBER OF
FILES YET TO DELETE: X
```

(XXX = the name of the program being deleted;
XX = the program's ID number;
X = the amount of programs to be deleted, if any)

NOTES

It is possible to delete more than one program at once. Press an asterisk (*) at the PROGRAM NAME(S): field and all the programs can be deleted.

To delete just a specified group of programs, (those with similar names) type in the first few characters of the program names, followed by an asterisk. All the programs that begin with these letters will be deleted.

11.6.2 DELETE MASTER FONT/DELETE MACHINE FONT

This function allows you to delete master or machine fonts which you no longer need on the disk.

To delete one or more fonts:

1. Enter "2" or "3" (Master Font Delete or Machine Font Delete) from either keypad during display of the Delete Menu. Doing so displays the Delete Font File Menu (Figure 11-23).

```
3. DELETE
2. [3] MASTER (MACHINE) FONT TILE

FROM DRIVE:
VERIFY:

DELETE FONT NAME(S): . . . . .
FROM ID:
TO ID:
```

Figure 11-23. Delete System Font File Menu

2. Move the cursor to the FROM DRIVE field. Enter a number corresponding to the drive containing the font disk.

3. Move the cursor down to the VERIFY field. This field allows you to set up a double check to ensure that you want the font(s) deleted. Press the "Y" key if you want the system to verify before deleting, or else press "N" to skip verification.

4. Move the cursor to the DELETE FONT NAME(S) field. Enter the name(s) of the font(s) to be deleted.

5. Move the cursor to the FROM ID field. Enter the ID number of the first font to be deleted. If deleting a range of fonts, enter the ID of the last font in the range into the TO ID field. All master (or machine) fonts in this range are deleted. If deleting just one font, leave the TO ID: field blank.

6. Press NEWLINE to begin the font deletion process.

NOTE

> The system deletes fonts by either name or ID number. If both entries are made, only the name is used.

11.6.3 DELETE TEXTURE FILE/WORD FILE/3D EDIT FILE

This function allows you to delete texture files, word files, and 3D edit files which are no longer needed on disk. To delete one or more files, follow this procedure:

1. Enter a number corresponding to the type of file to be deleted (4. Texture File; 5. Word File; 6. 3D Edit File) from the Delete Menu. The system responds with:

   FROM DRIVE:
   VERIFY:

   DELETE FILE NAME(S): . . . . .
   FROM ID:
   TO ID:

2. Move the cursor to the FROM DRIVE field. Enter a number that corresponds to the drive containing the file disk.

3. Move the cursor to the VERIFY field. This field allows you to set up a double check to ensure that you want the file(s) deleted. Press the "Y" key if you want the system to verify before deleting, or else press "N" to skip verification.

4. Move the cursor to the DELETE FONT NAME(S) field. Enter the name(s) or the font(s) to be deleted.

5. Move the cursor to the FROM ID field. Enter the ID number of the first file to be deleted. If deleting a range of files, enter the ID of the last font in the range into the TO ID field. All files in this range of the specified type are deleted. If deleting just one file, leave the TO ID: field blank.

6. Press NEWLINE to begin the font deletion process.

NOTE

The system deletes files by either name or ID number. If both entries are made, only the name is used.

11.6.4 DELETE CHARACTER PLACEMENT TABLE

This function allow you to delete character placement tables which are no longer needed on disk. To delete one or more character placement tables, follow this procedure:

1. Enter "7" from the Delete menu, which corresponds to Delete Character Placement Table. The system responds with:

   FROM DRIVE:
   VERIFY:

   FROM ID:
   TO ID:

2. Move the cursor to the FROM DRIVE field. Enter a number that corresponds to the drive containing the table(s).

3. Move the cursor to the VERIFY field. This field allows you to set up a double check to ensure that you want the table(s) deleted. Press the "Y" key if you want the system to verify before deleting, or else press "N" to skip verification.

4. Move the cursor to the FROM ID field. Enter the ID number of the first table to be deleted. If deleting a range of tables, enter ID of the last table of the range into the TO ID field. All tables in this range are deleted. If deleting just one table, leave the TO ID: field blank.

5. Press NEWLINE to begin the deletion process.

11.7 DISPLAY

The Display utility enables you to display lists of selected files, such as system programs, machine and/or master fonts, drive configuration table, amount of available blocks, disk header information, error log directory and even previously recorded messages.

Also, available with this utility function is the printer interface option, which enables you to print out a hard copy list of the files included in the particular Display function you requested. With every on-screen menu is the prompt SEND TO PRINTER. Enter "Y" and when you press the NEWLINE key, the printer you've hooked up to the SCRIBE types out the list of the items you requested. Printed-out messages that exceed one sheet will not be split between pages. If you have to interrupt printing, press the ESC key.

To select the Display function of Disk Utility, enter the number 4 during display of the Disk Utility Menu (Figure 11-2). The Display Menu (Figure 11-24) appears on the monitor screen.

Using either keypad, enter a number between 1-7 or A-B which corresponds to the desired Display function.

```
4. DISPLAY

[1] System Programs Directory
[2] Master Fonts Directory
[3] Machine Fonts Directory
[4] Message Directory
[5] Drive Configuration Table Directory
[6] System Error Log Directory
[7] Number of Available Blocks
[8] Disk Header Information
[9] Texture Directory

SELECT ITEM FOR DISPLAY [1-7, A-B]:
NEWLINE FOR NEXT PAGE
```

Figure 11-24A. Display Menu, Page 1

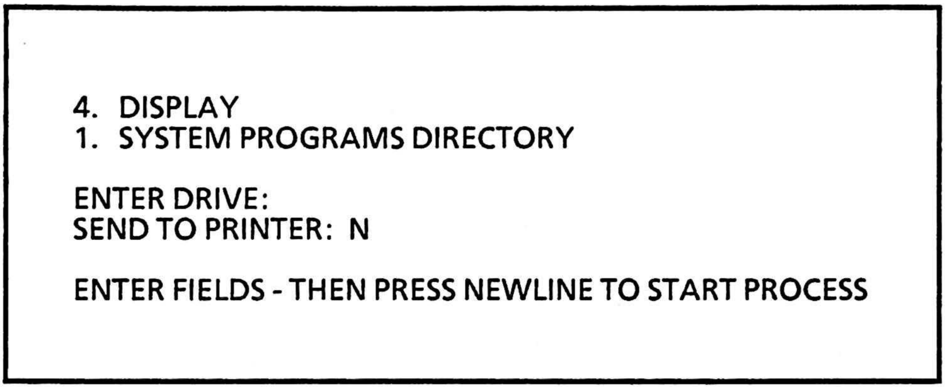
```
4. DISPLAY

[A] Word Directory
[B] 3D Edit Directory

SELECT ITEM FOR DISPLAY [1-7, A-B]:
NEWLINE FOR NEXT PAGE
```

Figure 11-24B. Display Menu, Page 2

11.7.1 DISPLAY SYSTEMS PROGRAMS DIRECTORY

This function displays whatever programs are available with the disks you're presently using. To list programs:

1. Enter "1" when the Display Menu is on screen. The Display Systems Programs Menu (Figure 11-25) appears.



```
4. DISPLAY
1. SYSTEM PROGRAMS DIRECTORY

ENTER DRIVE:
SEND TO PRINTER:  N

ENTER FIELDS - THEN PRESS NEWLINE TO START PROCESS
```

Figure 11-25. Display System Programs Menu

2. Enter a number on either keypad that corresponds to the drive containing the disk from which you want to read the data.

3. The cursor automatically moves down to the SEND TO PRINTER line.

4. If you want just a screen display of what programs are available on the disk, leave the default value ("N") in this field. Or to print out a copy of the list of programs, press "Y".

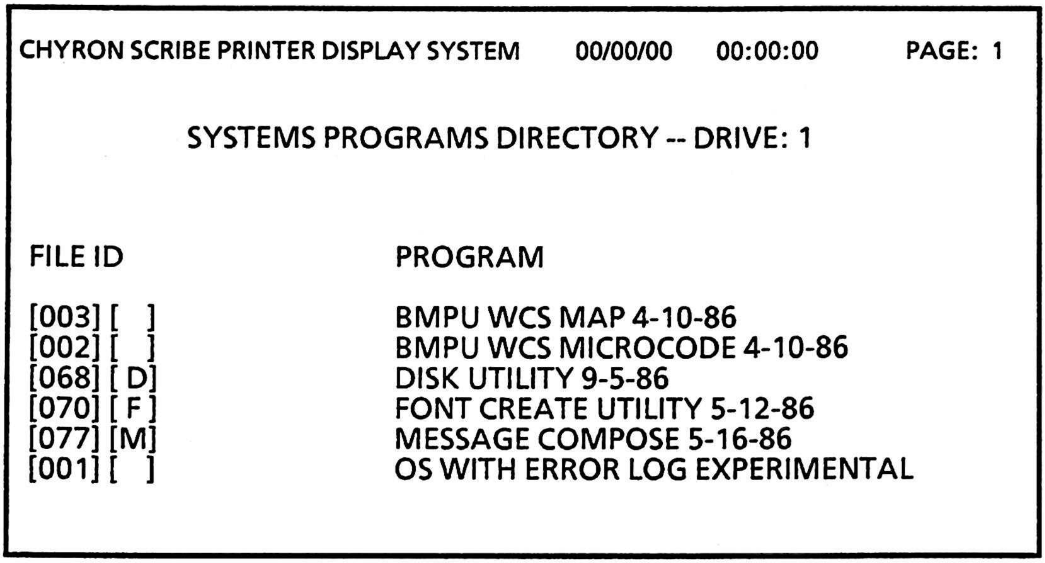
5. Press NEWLINE to start the display.

Figure 11-26 shows an example of a systems program display.

Notice that not only are the names of the programs listed, but also the ASCII code numbers and letters for each program are included under the FILE ID column.

11.7.2 DISPLAY MASTER FONTS DIRECTORY

This function displays the names and ID numbers of all the master fonts on a disk. Master font names can be displayed alphabetically or



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM     00/00/00     00:00:00          PAGE: 1

                SYSTEMS PROGRAMS DIRECTORY -- DRIVE: 1


 FILE ID                      PROGRAM

 [003] [  ]                   BMPU WCS MAP 4-10-86
 [002] [  ]                   BMPU WCS MICROCODE 4-10-86
 [068] [ D]                   DISK UTILITY 9-5-86
 [070] [ F ]                  FONT CREATE UTILITY 5-12-86
 [077] [M]                    MESSAGE COMPOSE 5-16-86
 [001] [  ]                   OS WITH ERROR LOG EXPERIMENTAL
```

Figure 11-26. System Programs Display Example

numerically. For a numerical list, you must specify a range for a beginning and ending ID number.

To list master fonts:

1. Press "2" when the Display Menu is on screen. The Display Master Fonts Directory Menu (Figure 11-27) now appears.

2. Enter a number corresponding to the drive containing the disk from which you want to read the data.

3. The cursor automatically moves down to the FROM ID line. Enter the ID number of the first font to be displayed.

4. To list a range of consecutively numbered font names, move the cursor to the TO ID line. Enter the ID number of the last font name to be displayed.

   However, if you want to display just the first font ID, then leave this field blank.

```
4. DISPLAY
2. MASTER FONTS DIRECTORY

DRIVE:
FROM ID: . . . . .
TO ID: . . . . .

ENTER NAME: . . . . . .
SEND TO PRINTER:  N

ENTER FIELDS - THEN PRESS NEWLINE TO LIST FONTS
```

Figure 11-27. Display Master Fonts Menu

5. To list font names alphabetically, leave the FROM ID and TO ID lines blank and skip down to the ENTER NAME line.

To display all master font names from the disk, type an asterisk (*). Or to display a select group of nearly identically named fonts, type the first few letters of the name that are the same, immediately followed by an asterisk (i.e. HUM* lists all Humanist font names).

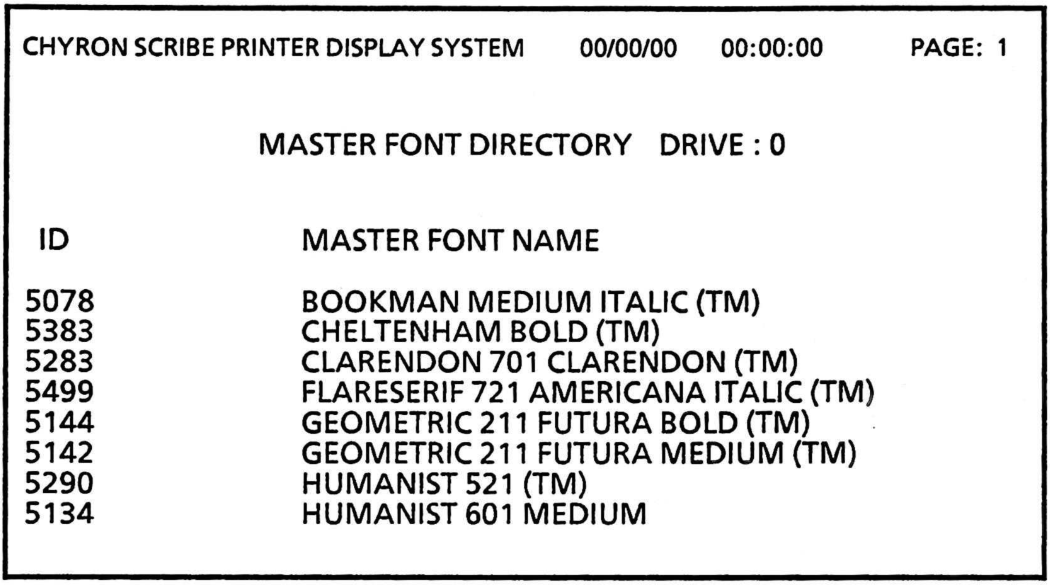
6. To list font names alphabetically within a specified ID range, enter font numbers for both FROM ID and TO ID lines. Move the cursor down to ENTER NAME and type in a name for a group of fonts, as in Step 5.

7. Move the cursor down to the SEND TO PRINTER line. To display font names only on screen, leave the default value ("N") in this line. Or to print out a copy of the list of master fonts, press "Y".

8. When you've completed entering values, press NEWLINE. The font names display according to your specifications.

9. If the prompt PRESS NEWLINE FOR NEXT PAGE appears on the bottom of the screen, press NEWLINE until the prompt LAST PAGE OF DIRECTORY appears. Or press the ESC key to exit.

Figure 11-28 shows an example of a master fonts display alphabetically listed.



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM      00/00/00    00:00:00          PAGE: 1


                    MASTER FONT DIRECTORY   DRIVE : 0


 ID                    MASTER FONT NAME

5078                   BOOKMAN MEDIUM ITALIC (TM)
5383                   CHELTENHAM BOLD (TM)
5283                   CLARENDON 701 CLARENDON (TM)
5499                   FLARESERIF 721 AMERICANA ITALIC (TM)
5144                   GEOMETRIC 211 FUTURA BOLD (TM)
5142                   GEOMETRIC 211 FUTURA MEDIUM (TM)
5290                   HUMANIST 521 (TM)
5134                   HUMANIST 601 MEDIUM
```

Figure 11-28. Master Fonts Display Example

NOTES

When entering font names, remember to type the name exactly as it appears within the list. That is, do not inadvertently press SHIFT LOCK when typing a font name that consists of both upper and lowercase letters.

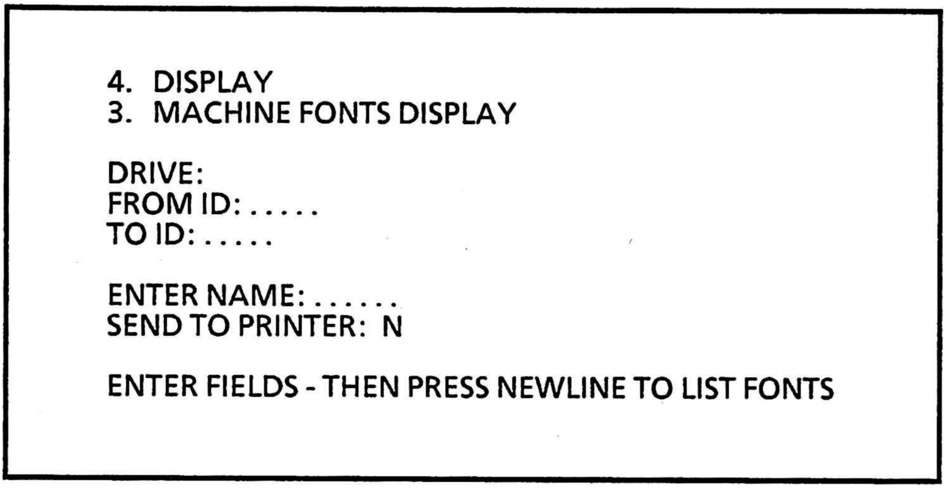
To clear out any ID numbers in the FROM ID and TO ID lines, position the cursor and press the CLR key on the Address Keypad.

11.7.3 DISPLAY MACHINE FONTS DIRECTORY

This function displays the names, ID numbers and scanline sizes of all the machine fonts on a disk. (If a font contains an edge, then the edge type will also be listed.) As with master font names, machine fonts can be displayed alphabetically or numerically. For a numerical list, you must specify a range for a beginning and ending ID number.

To list machine font names:

1. Press "3" when the Display Menu is on screen. The Display Machine Fonts Directory Menu (Figure 11-29) now appears.



```
4. DISPLAY
3. MACHINE FONTS DISPLAY

DRIVE:
FROM ID: . . . . .
TO ID: . . . . .

ENTER NAME: . . . . . .
SEND TO PRINTER:  N

ENTER FIELDS - THEN PRESS NEWLINE TO LIST FONTS
```

Figure 11-29. Display Machine Fonts Directory Menu

2. Enter a number on either keypad that corresponds to the drive containing the disk from which you want to read the data.

3. Move the cursor over the FROM ID line. Enter the ID number of the first font to be displayed.

4. To list a range of consecutively numbered font names, move the cursor down to the TO ID line. Enter the ID number of the last font name to be displayed.

   However, if you want to display only the name of the first font, then leave this field blank.

5. To list font names alphabetically, leave the FROM ID and TO ID lines blank and skip down to the ENTER NAME line.

   To display all master font names from the disk, type an asterisk (*). Or to display a select group of nearly identically named fonts, type the first few letters of the name that are the same, immediately followed by an asterisk (i.e. HUM* lists all Humanist font names).

6. To list font names alphabetically within a specified ID range, enter font numbers for both FROM ID and TO ID lines. Move the cursor down to ENTER NAME and type in a name for a group of fonts, as in Step 5.

7. Move the cursor down to the SEND TO PRINTER line. To display font names only on screen, leave the default value ("N") on this line. Or to print out a copy of the list of master fonts, press "Y".

8. When you've completed entering values, press NEWLINE. The font names display according to your specifications.

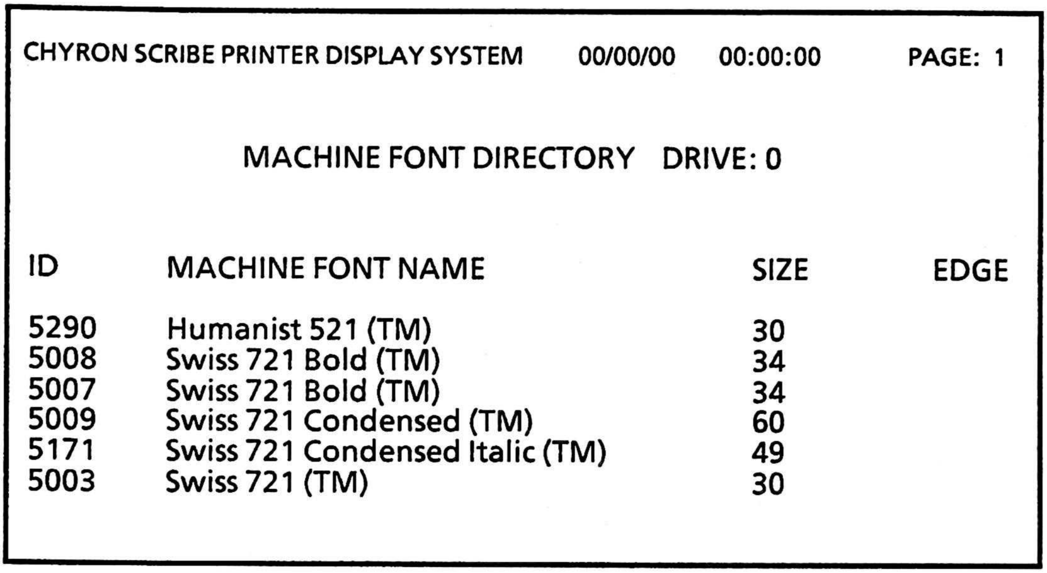
9. If the prompt PRESS NEWLINE FOR NEXT PAGE appears on the bottom of the screen, then press NEWLINE until the prompt LAST PAGE OF DIRECTORY appears. Or press ESC to exit.

Figure 11-30 shows an example of a machine fonts display listed alphabetically.

NOTES

When entering font names, remember to type the name exactly as it appears within the list. That is, do not inadvertently press SHIFT LOCK when typing a font name that consists of both upper and lowercase letters.

To clear out any ID numbers in the FROM ID and TO ID lines, position the cursor and press the CLR key on the address keypad.



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM     00/00/00     00:00:00          PAGE: 1

                     MACHINE FONT DIRECTORY    DRIVE: 0

ID         MACHINE FONT NAME                               SIZE          EDGE

5290       Humanist 521 (TM)                               30
5008       Swiss 721 Bold (TM)                             34
5007       Swiss 721 Bold (TM)                             34
5009       Swiss 721 Condensed (TM)                        60
5171       Swiss 721 Condensed Italic (TM)                 49
5003       Swiss 721 (TM)                                  30
```

Figure 11-30. Machine Fonts Display Example

11.7.4 DISPLAY MESSAGE DIRECTORY

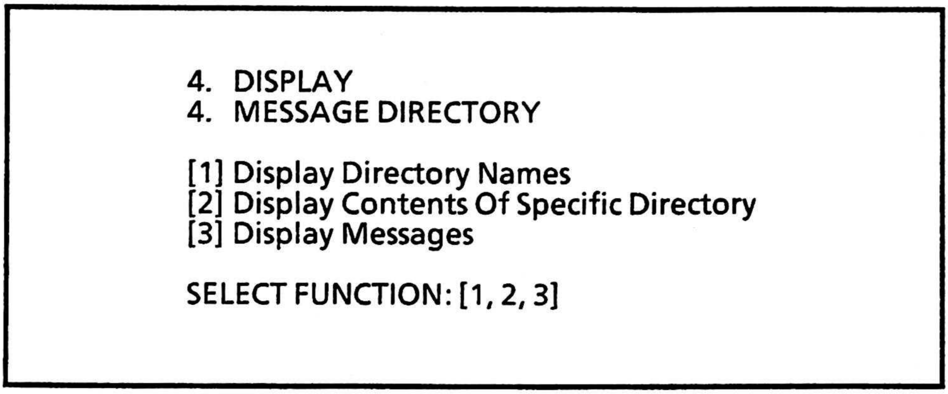
There are three varieties of message directories that you can display on your edit monitor with this function:

- Directory Names
- Contents of Specific Directory
- Messages

To operate Display Message Directory, first press "4" when the Display Menu is on screen. Doing so displays the Display Message Directory Menu (Figure 11-31).

Enter a number between 1 and 3 which corresponds to the Message Directory function you want.

11.7.4.1 Display Directory Names. This function lists the names of all message directories stored on the disk you're using. (Message directory names must have been previously assigned during the Create Directory function of the recording process.)

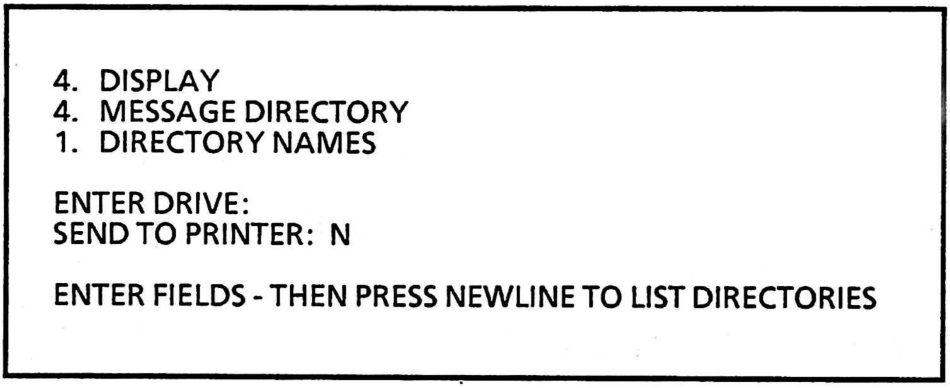


```
4. DISPLAY
4. MESSAGE DIRECTORY

[1] Display Directory Names
[2] Display Contents Of Specific Directory
[3] Display Messages

SELECT FUNCTION: [1, 2, 3]
```

Figure 11-31. Display Message Directory Menu

To display directory names:

1. Press the "1" during display of Display Message Directory Menu. The Directory Names Menu (Figure 11-32) appears on the monitor.



```
4. DISPLAY
4. MESSAGE DIRECTORY
1. DIRECTORY NAMES

ENTER DRIVE:
SEND TO PRINTER:  N

ENTER FIELDS - THEN PRESS NEWLINE TO LIST DIRECTORIES
```

Figure 11-32. Display Directory Names Menu

2. Enter a number corresponding to the drive containing the disk from which you want to read the data.

3. The cursor automatically moves down to the SEND TO PRINTER line. To display directory names only on screen, leave the default value ("N") at this line. Or to print out a copy of the list of directory names, press "Y".

4. Press NEWLINE when you've completed all entries. The list will appear on the monitor or will print out according to your selection in Step 3.

5. If the prompt PRESS NEWLINE FOR NEXT PAGE appears at the bottom of the monitor screen, then press NEWLINE until the prompt LAST PAGE OF DIRECTORY appears. Or press the ESC key to exit.

11.7.4.2 Display Contents of Specific Directory. This function displays what kinds of messages have been previously recorded at specified ID numbers within a directory.

To display the contents of a directory:

1. Press "2" during display of the Display Message Directory Menu. The Directory Contents Menu (Figure 11-33) now appears on the monitor screen.

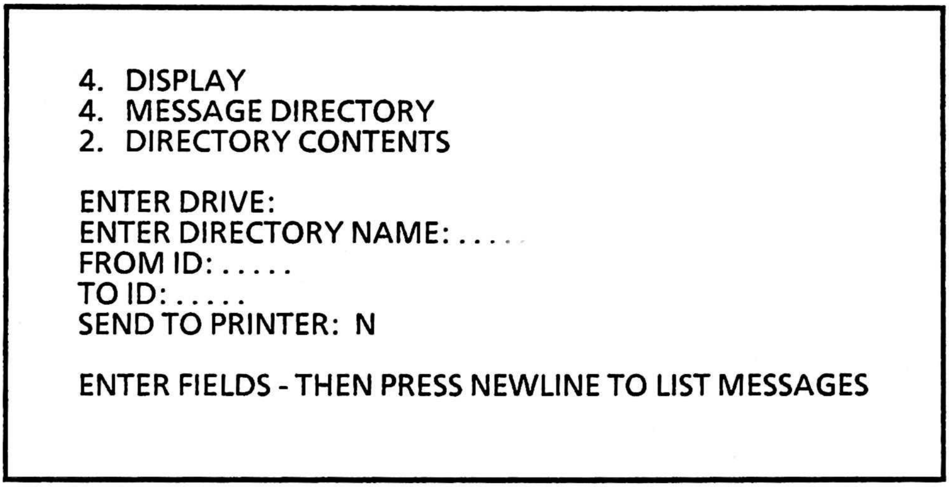
2. Enter a number corresponding to the drive containing the disk from which you want to read the data.

3. The cursor automatically moves down to the ENTER DIRECTORY NAME line. Type in the name of the message directory exactly as it appears in the directory list.

4. Move the cursor over the FROM ID line. Using either keypad, enter the ID number of the first message to be identified.

5. To list a range of consecutively numbered messages, position the cursor down to the TO ID line. Enter the ID number of the last message to be identified.

   However, if you want to identify only the first message, then leave this field blank.



```
4. DISPLAY
4. MESSAGE DIRECTORY
2. DIRECTORY CONTENTS

ENTER DRIVE:
ENTER DIRECTORY NAME: . . . . .
FROM ID: . . . . .
TO ID: . . . . .
SEND TO PRINTER:  N

ENTER FIELDS - THEN PRESS NEWLINE TO LIST MESSAGES
```

Figure 11-33. Display Directory Contents Menu

6. Move the cursor to the SEND TO PRINTER line. To display the contents of the specified messages on screen, then leave the default value ("N") in this line. Or to print out a copy of the contents of the specified messages, press "Y".

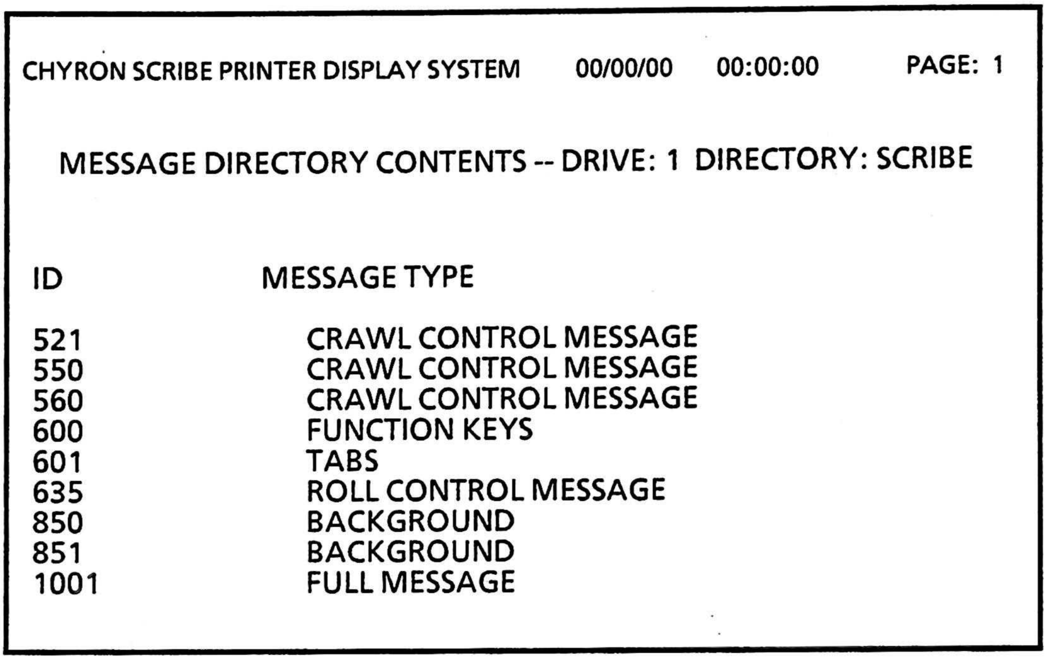
7. Once you've completed entering data into all the fields, press NEWLINE.

8. If the prompt PRESS NEWLINE FOR NEXT PAGE appears at the bottom of the monitor screen, press NEWLINE until the prompt LAST PAGE OF DIRECTORY appears. Or press ESC to exit.

Figure 11-34 shows an example of a Message Directory Contents list.

11.7.4.3 Display Messages. This function enables you to display or print out previously recorded messages in block letters in numerical order within the range that you specify. To display messages using this function:

1. Enter "3" from the Display Message Directory Menu. The Display Messages Menu (Figure 11-35A/B) now appears on the monitor screen. (Use NEWLINE to change menus.)



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM     00/00/00     00:00:00        PAGE: 1

    MESSAGE DIRECTORY CONTENTS -- DRIVE: 1  DIRECTORY: SCRIBE


ID              MESSAGE TYPE

521                 CRAWL CONTROL MESSAGE
550                 CRAWL CONTROL MESSAGE
560                 CRAWL CONTROL MESSAGE
600                 FUNCTION KEYS
601                 TABS
635                 ROLL CONTROL MESSAGE
850                 BACKGROUND
851                 BACKGROUND
1001                FULL MESSAGE
```

Figure 11-34. Directory Contents Example

2. From the list appearing on the monitor screen, enter a number corresponding to the type of message to display. (An item doesn't have to be displayed to be selected.)

3. To display a range of messages of a particular type, enter the desired message type number (1-7, A).

   or

   To display all recorded messages (of any type) within a specified range, enter "B" here.

```
4.  DISPLAY
4.  MESSAGE DIRECTORY
3.  DISPLAY MESSAGES

[1] TEXT MESSAGES
[2] FUNCTION KEYS
[3] ROLL CONTROL MESSAGES
[4] CRAWL CONTROL MESSAGES
[5] CLOCK MESSAGES
[6] TEMPLATE DATA MESSAGES
[7]TEMPLATE DESCRIPTION MESSAGES

SELECT MESSAGE TYPE: [1-7, A-B],
NEWLINE FOR NEXT PAGE
```

Figure 11-35A. Display Messages Menu, Page 1

```
4.  DISPLAY
4.  MESSAGE DIRECTORY
3.  DISPLAY MESSAGES

[A]SLOW REVEAL MESSAGES
[B] ALL OF THE ABOVE

SELECT ITEM FOR DISPLAY [1-7, A-B]:
NEWLINE FOR NEXT PAGE
```

Figure 11-35B. Display Messages Menu, Page 2

The system will respond with:

ENTER DRIVE:
ENTER DIRECTORY NAME:
FROM ID:
TO ID:
SEND TO PRINTER: N

ENTER FIELDS - THEN PRESS NEWLINE
TO PRINT TEXT

4. Enter a number on either keypad that corresponds to the drive containing the disk from which you want to read the data.

5. The cursor automatically moves down to the ENTER DIRECTORY NAME line. Type in the message directory name that contains the message(s) you want to display.

6. Move the cursor to the FROM ID line. Enter the ID number for the first message to be displayed.

7. To list a range of consecutively numbered messages, move the cursor to the TO ID line. Enter the ID number of the last message to be displayed.

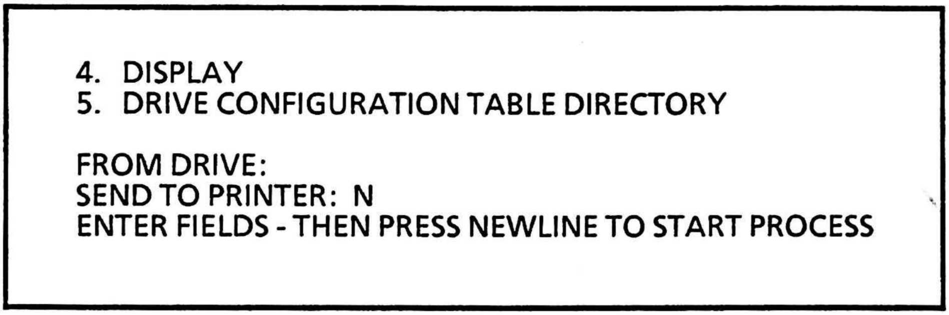
   Leave this field blank if you want to display only the first message.

11.7.5 DISPLAY DRIVE CONFIGURATION TABLE

The drive configuration table is a menu used to specify operating parameters for all disk drives. This table should be stored on you usual boot disk.

Use this procedure to view the Drive Configuration Table for your system:

1. Press "5" when the Display Menu appears on the edit monitor screen. The Display Drive Configuration Table Menu appears as in Figure 11-36.



```
4. DISPLAY
5. DRIVE CONFIGURATION TABLE DIRECTORY

FROM DRIVE:
SEND TO PRINTER: N
ENTER FIELDS - THEN PRESS NEWLINE TO START PROCESS
```

Figure 11-36. Display Drive Configuration Table Menu

2. Enter a number that corresponds to the drive containing the disk from which you want to read the data.

3. The cursor automatically moves to the SEND TO PRINTER line. To display the Drive Configuration Table on screen, leave the default value ("N") at this line. Or to print out a copy of the table, press the "Y" key.

4. Press NEWLINE and the configuration table from the selected disk drive appears.

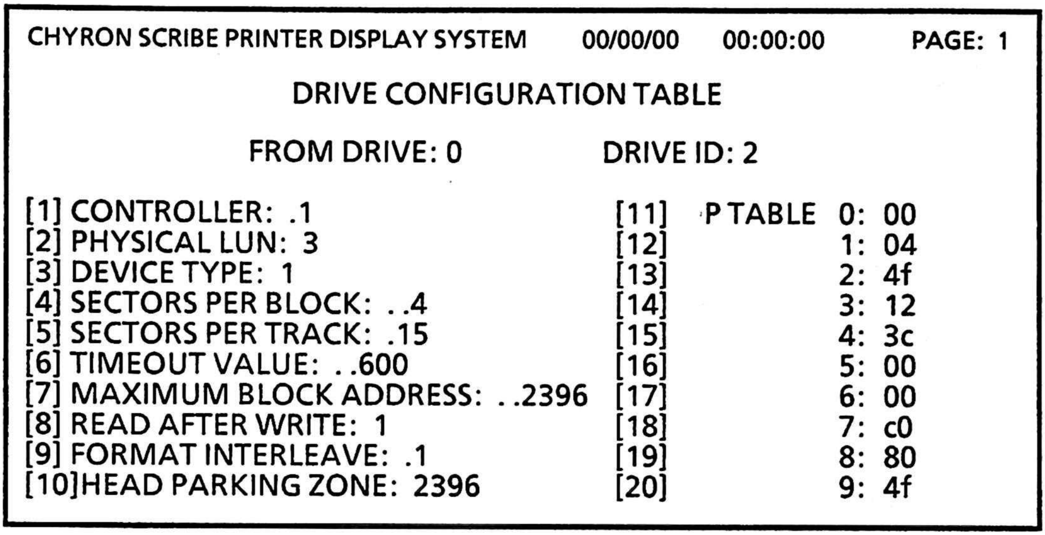
Figure 11-37 shows a sample drive configuration table.

11.7.6 DISPLAY SYSTEM ERROR LOG

The System Error Log is a record of every error which has occurred in the operating system. When you display an error log, not only do you see what error has occurred, but also the time and date of the malfunction, as well as what program was running at the time.

System errors are classified as disk or miscellaneous errors. Disk errors comprise both hard and floppy drive errors. Miscellaneous errors include all other system errors.

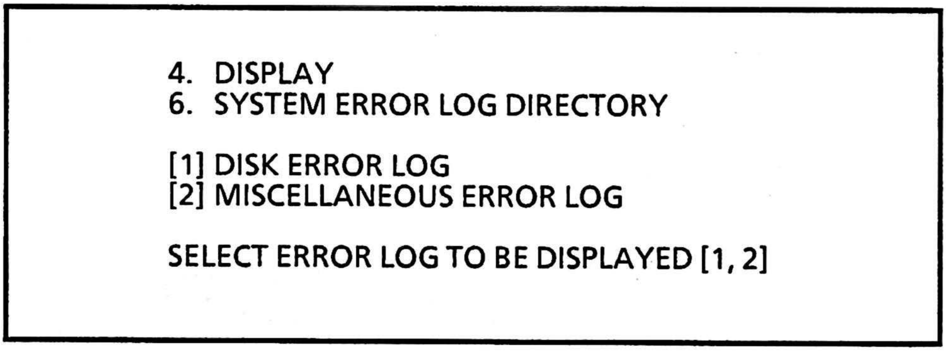
To display a System Error Log:



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM      00/00/00     00:00:00          PAGE: 1

                      DRIVE CONFIGURATION TABLE

                FROM DRIVE: 0                  DRIVE ID: 2

[1] CONTROLLER: .1                            [11]   P TABLE  0:  00
[2] PHYSICAL LUN:  3                          [12]            1:  04
[3] DEVICE TYPE:  1                           [13]            2:  4f
[4] SECTORS PER BLOCK: ..4                    [14]            3:  12
[5] SECTORS PER TRACK: .15                    [15]            4:  3c
[6] TIMEOUT VALUE: ..600                      [16]            5:  00
[7] MAXIMUM BLOCK ADDRESS: ..2396             [17]            6:  00
[8] READ AFTER WRITE:  1                      [18]            7:  c0
[9] FORMAT INTERLEAVE: .1                     [19]            8:  80
[10]HEAD PARKING ZONE:  2396                  [20]            9:  4f
```

Figure 11-37. Drive Configuration Table Example

1. Press "6" when the Display Menu appears on screen. Doing so displays the Error Log Menu (Figure 11-38).



```
4. DISPLAY
6. SYSTEM ERROR LOG DIRECTORY

[1] DISK ERROR LOG
[2] MISCELLANEOUS ERROR LOG

SELECT ERROR LOG TO BE DISPLAYED [1, 2]
```

Figure 11-38. Display Error Log Menu

2. To select the Disk Error Log Display function, press the "1" key. The Display Disk Error Log Menu (Figure 11-39) appears on the edit monitor screen.

```
4. DISPLAY
6. SYSTEM ERROR LOG DIRECTORY
1. DISK ERROR LOG

ENTER DRIVE:
SEND TO PRINTER: N

PRESS NEWLINE TO DISPLAY LOG
```

Figure 11-39. Display Disk Error Log Menu

or

Press the "2" key and the Display Miscellaneous Error Log Menu (Figure 11-40) appears.

```
4. DISPLAY
6. SYSTEM ERROR LOG DIRECTORY
2. MISCELLANEOUS ERROR LOG

ENTER DRIVE:
SEND TO PRINTER: N

PRESS NEWLINE TO DISPLAY LOG
```

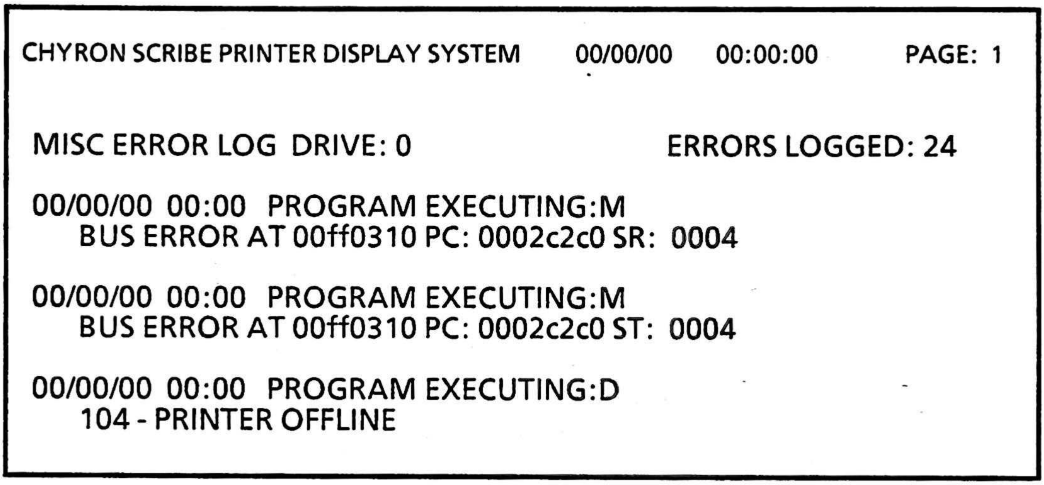
Figure 11-40. Display Miscellaneous Error Log Menu

3. Enter a number corresponding to the drive containing the disk from which you want to read the data.

4. The cursor automatically moves down to the SEND TO PRINTER line.

5. Press NEWLINE and the type of error you requested will be displayed.

Figure 11-41 shows several sample miscellaneous errors.



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM     00/00/00     00:00:00          PAGE: 1

 MISC ERROR LOG  DRIVE: 0                             ERRORS LOGGED: 24

 00/00/00  00:00   PROGRAM EXECUTING:M
     BUS ERROR AT 00ff0310 PC: 0002c2c0 SR:  0004

 00/00/00  00:00   PROGRAM EXECUTING:M
     BUS ERROR AT 00ff0310 PC: 0002c2c0 ST:  0004

 00/00/00  00:00   PROGRAM EXECUTING:D
     104 - PRINTER OFFLINE
```

Figure 11-41. Miscellaneous Error Log Example

11.7.7 DISPLAY NUMBER OF AVAILABLE BLOCKS

Use this function to view how much room (measured in blocks) remains on a hard or floppy disk for recording and reading functions. To display the amount of available blocks:

1. Press "7" when the Display Menu appears on screen and the Display Available Blocks Menu (Figure 11-42) appears on screen.

2. Enter a number corresponding to the drive containing the disk from which you want to read the data.

3. The menu will then display the number of used blocks, the number of unused blocks and the percentage available for the disk you selected.

```
4. DISPLAY
7. NUMBER OF AVAILABLE BLOCKS

FROM DRIVE:

TOTAL CAPACITY: . . .XXX BLOCKS
AVAILABLE BLOCKS REMAINING . . .XX XX %
```

Figure 11-42. Display Available Blocks Menu

NOTE

The system cannot print out the Number of Available Blocks list.

11.7.8 DISPLAY DISK HEADER INFORMATION

This function provides you with disk information that was previously entered during the Format and Initialization procedure. Information such as the type of disk inserted in the selected drive, the date that disk was initialized, the amount of blocks remaining and the bad track numbers entered during initialization all appear on screen.

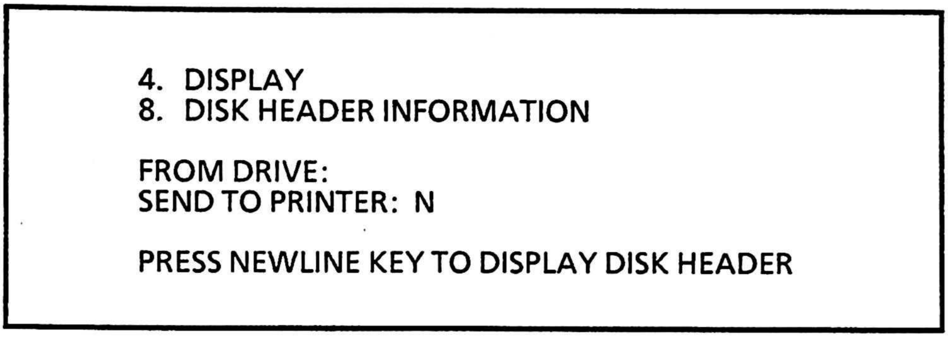
To display Disk Header information:

1. Press the "8" key when the Display Menu (Figure 11-43) appears on screen.

2. Enter a number corresponding to the drive containing the disk from which you want to read the data.

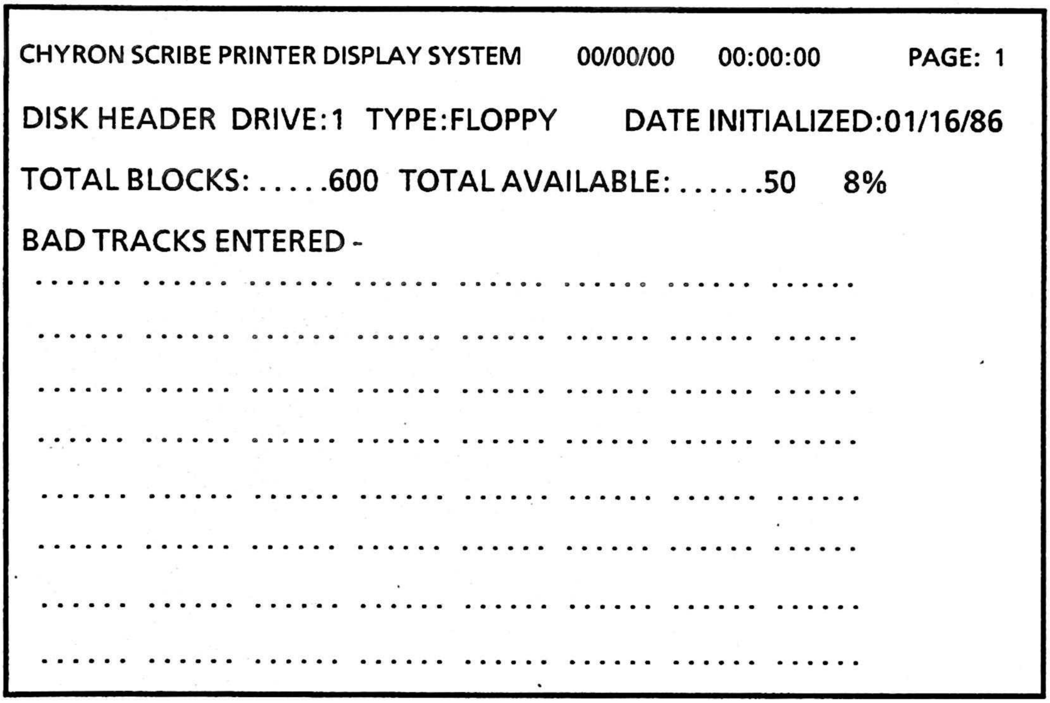
3. The cursor automatically moves down to the SEND TO PRINTER line.

4. Press NEWLINE and the disk header information display appears on the screen, as shown in Figure 11-44.



```
4. DISPLAY
8. DISK HEADER INFORMATION

FROM DRIVE:
SEND TO PRINTER: N

PRESS NEWLINE KEY TO DISPLAY DISK HEADER
```

Figure 11-43. Display Disk Header Information Menu



```
CHYRON SCRIBE PRINTER DISPLAY SYSTEM     00/00/00    00:00:00        PAGE: 1

DISK HEADER  DRIVE:1  TYPE:FLOPPY       DATE INITIALIZED:01/16/86

TOTAL BLOCKS:.....600  TOTAL AVAILABLE:......50    8%

BAD TRACKS ENTERED -
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
 ......  ......  ......  ......  ......  ......  ......  ......
```

Figure 11-44. Disk Header Information Example

11.8 MODIFY DRIVE CONFIGURATION TABLE

A drive configuration table is a menu used to program each additional hard or floppy disk drive set-up beyond the two standard drives. The technician who installs any drive other than the original equipment should be the only one who operated this function. Refer to the SCRIBE Technical Manual, Publication Number 2A00980, for more information about the required procedure.

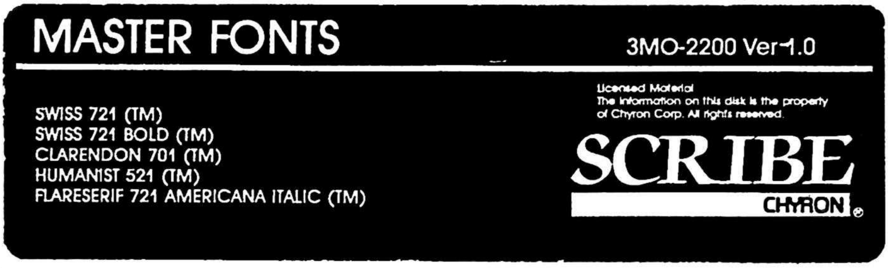
SECTION 12

FONT CREATE UTILITY

12.1 INTRODUCTION

The Font Create Utility consists of a series of operations from which you create fonts for machine use during Message Compose. This utility provides basic font conversion; for more advanced conversion effects (e.g. using textures, 3D modeling, etc.) use the Advanced Font Create Utility, available from Chyron.

Machine fonts are created from master fonts (supplied on disks from Chyron). Each master font disk contains five master fonts. Master fonts are "outline" forms of characters encoded so as to allow a variety of conversion possibilities (size, edge type, etc.) After conversion possibilities (size, edge type, etc.) After conversion, the fonts are called machine fonts, which can be loaded from disk into memory in order to display characters on screen. Figure 12-2 is an example of a SCRIBE Master Fonts Label, showing the fonts' names.



MASTER FONTS

3MO-2200 Ver-1.0

SWISS 721 (TM)
SWISS 721 BOLD (TM)
CLARENDON 701 (TM)
HUMANIST 521 (TM)
FLARESERIF 721 AMERICANA ITALIC (TM)

Licensed Material
The information on this disk is the property of Chyron Corp. All rights reserved.

SCRIBE

CHYRON ®

Figure 12-1. SCRIBE Master Fonts Label

12.2 GETTING STARTED

To convert fonts, select the Font Create Utility from the System Operating Menu, Figure 12-2.

Press the "F" key to load the Font Create Utility. The system displays the Font Conversion Utility Menu, Figure 12-3.

```
CHYRON SCRIBE OPERATING SYSTEM

B ......REBOOT SYSTEM
R ......RESTART SYSTEM
D ......DISK UTILITY
M ......MESSAGE COMPOSE
F ......FONT CREATE UTILITY
```

Figure 12-2. Typical System Operating Menu

```
FONT CONVERSION UTILITY

C .....  Start Conversion Process
F .....  Convert w/Flicker Reduction
E .....  Edit Conversion List
L .....  List Fonts
P .....  Edit Character Placement Table
```

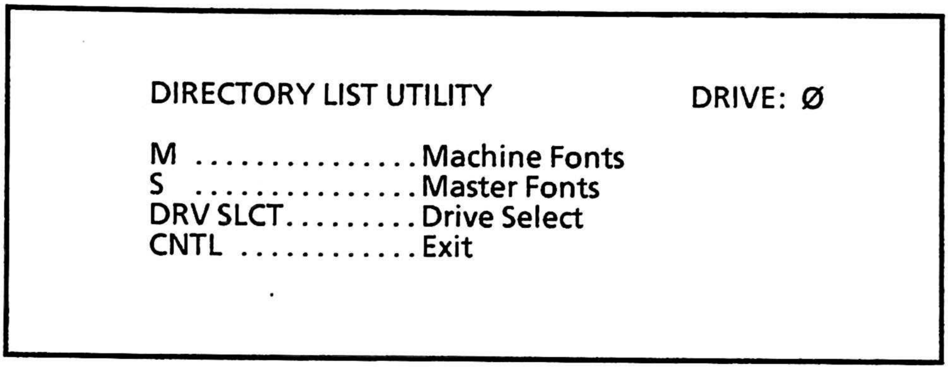
Figure 12-3. Font Utility Menu

To load one of these functions, press the corresponding key. The purpose and operating instructions for each function is described in the following paragraphs.

12.3 LIST FONTS

To list fonts available on the selected disk, press "L". The Directory List Utility Menu (Figure 12-4) appears.

The Directory List function displays both machine and master fonts from whichever disk you're using.



```
DIRECTORY LIST UTILITY                    DRIVE: 0

M ...............Machine Fonts
S ...............Master Fonts
DRV SLCT.........Drive Select
CNTL ............Exit
```

Figure 12-4. Directory List Utility Menu

12.3.1 LIST MACHINE FONTS

Press "M" during display of the Directory List Utility Menu to view the names and ID numbers of the machine fonts stored on the disk. Also included in the list are the fonts' edge types and their scanlines sizes.

A prompt, Enter Name: . . . . ., now appears on the bottom of the menu display. To list all machine fonts, press NEWLINE.

A group of similarly named fonts can be listed if you type the first few characters of the name followed by an asterisk. All font names beginning with these letters are included in the list.

A typical machine font name list is shown in Figure 12-5.

Press CNTL or NEWLINE to exit this function and to redisplay the Directory List Utility Menu.

12.3.2 LIST MASTER FONTS

Press "S" during display of the Directory List Utility Menu to view the names of the master fonts stored on the disk you're currently using.

A prompt, Enter Name: . . . . ., appears on the bottom of the menu display. To view all master fonts, press NEWLINE.

```
ID      MACHINE FONT NAME                    SIZE    EDGE

5283    Clarendon 701 Clarendon (TM)         30      D9-10
5290    Humanist 521 (TM)                    30
5003    Swiss 721 (TM)                       30
200     Swiss 721 (TM)                       100
33      Venetian 521 Goudy Bold (TM)         60
```

Figure 12-5. Typical Machine Font Name List

A group of similarly named fonts is listed if you type the first few characters of the name followed by an asterisk. All font names beginning with these letters are included in the list.

A typical master font name list is shown in Figure 12-6.

```
ID              MASTER FONT NAME

5283                Clarendon 701 (TM)
5494                Flareserif 721 Americana
5290                Humanist 521
5207                Ribbon 131 Bold
```

Figure 12-6. Typical Master Font Name List

Press CNTL or NEWLINE to exit this function and redisplay the Directory List Utility Menu.

12.3.3 DRIVE SELECT

To list the machine and master font names on another disk, press the DRV SLCT key followed by an Address Key (range: 0 - 9) corresponding to the desired drive.

12.4 EDIT CHARACTER PLACEMENT TABLE

The Edit Character Placement Table utility provides a means of changing the locations of characters on the keyboard to suit particular applications. For example, certain font styles contain several variations of a particular character. This function enables you to select variations of the character for on-screen display during Message Compose.

Usually, when you press the "A" key during message compose you display an "A" on the screen. But by editing the character placement table now, you can key in another character and store it under the "A" keycap. Then when you press the letter A key during Message Compose, the substitute character appears on screen instead of the "A".

There are 10 character placement tables. Table 0 is the default table for standard fonts. Table 1 is for international fonts. Tables 2 through 9 are user-defined tables.

2.4.1 KEYBOARD IDs AND MASTER FONT CHARACTER IDs

To edit a character placement table, you must "key in" a character to a keycap, thus matching a keyboard ID number to a master font character ID number.

Keyboard IDs are pre-assigned numbers between 000 and 191 that designate the positions of keys on the SCRIBE keyboard. Every alphanumeric key has its corresponding number. For example, "065" is the keyboard ID for upper-case "A".

Refer to Figure 12-7 to see the keyboard ID numbers for both standard and international fonts. The numbers on the right side of a keycap refer to standard characters. The numbers on the left side of a keycap refer to international characters. (During Message Compose the International characters are displayed by first pressing the ALT CHAR key followed by the desired key.) Notice the call-out keycap in Figure 12-7.

Keyboard ID number "065" is for the upper-case letter "A", while ID number "097" refers to the lower-case letter "a", both under the same keycap. For international fonts, ID number "149" refers to the lower-case symbol "a", also under the same keycap. Therefore, each alphanumeric keycap can contain up to four different ID numbers, designating four different symbols.

Master font character IDs are pre-assigned numbers that distinguish one character from another. These IDs remain the same from font to font. For example, the master font character ID "001" always refers to the letter "A", whether you're using a Swiss 721 font or a Humanist 521 font. (You can find these numbers on the printed master font sheets supplied with each master font disk. The master font ID is the number above the character. If your master font sheet contains two rows of numbers, ignore the second row!)

When you press the "A" keycap, you see the letter "A" on screen only because its master font character ID (001) was first keyed in to its keyboard ID (065). However with this function you can assign any character (or logo) to any keycap.

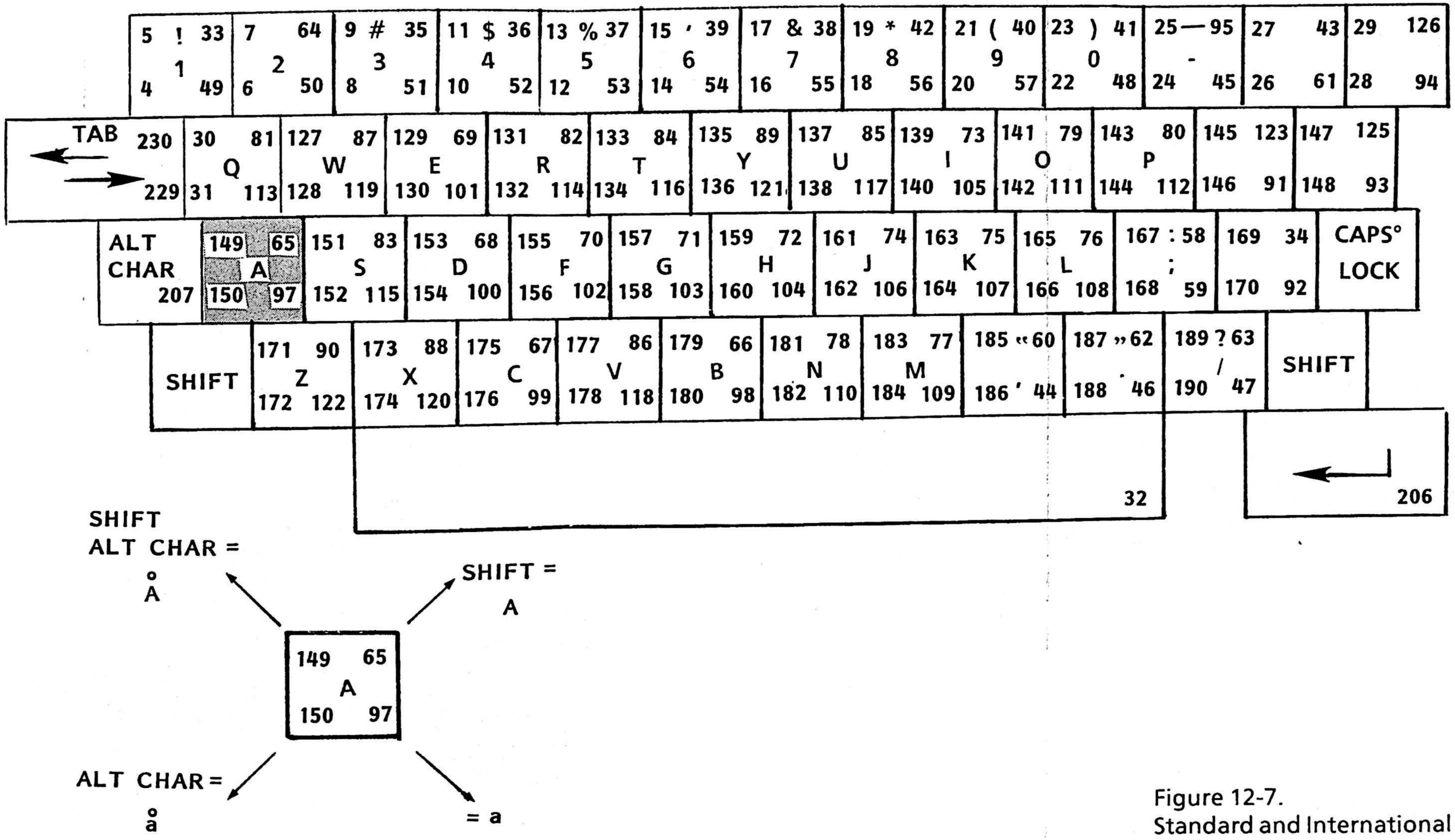

5 ! 33 1 4 49
7 64 2 6 50
9 # 35 3 8 51
11 $ 36 4 10 52
13 % 37 5 12 53
15 ' 39 6 14 54
17 & 38 7 16 55
19 * 42 8 18 56
21 (40 9 20 57
23) 41 0 22 48
25 — 95 - 24 45
27 43 26 61
29 126 28 94
TAB 230 229
30 81 Q 31 113
127 87 W 128 119
129 69 E 130 101
131 82 R 132 114
133 84 T 134 116
135 89 Y 136 121
137 85 U 138 117
139 73 I 140 105
141 79 O 142 111
143 80 P 144 112
145 123 146 91
147 125 148 93
ALT CHAR 207
149 65 A 150 97
151 83 S 152 115
153 68 D 154 100
155 70 F 156 102
157 71 G 158 103
159 72 H 160 104
161 74 J 162 106
163 75 K 164 107
165 76 L 166 108
167 : 58 ; 168 59
169 34 170 92
CAPS° LOCK
SHIFT
171 90 Z 172 122
173 88 X 174 120
175 67 C 176 99
177 86 V 178 118
179 66 B 180 98
181 78 N 182 110
183 77 M 184 109
185 « 60 186 ' 44
187 » 62 188 . 46
189 ? 63 / 190 47
SHIFT
32
206
SHIFT ALT CHAR = Å
SHIFT = A
149 65 A 150 97
ALT CHAR = å
= a

Figure 12-7.
Standard and International
Keyboard ID Locations
12-7/12-8

Table 12-1, Standard Character Placement Codes, shows the keyboard ID numbers and master font character ID numbers that correspond to standard characters. Table 12-2, International Character Placement Codes, shows the keyboard ID numbers and master font character ID numbers that correspond to international characters. Refer to these tables as needed during operating procedures.

Table 12-1. Standard Character Placement Codes

Character	Keyboard	Master Font Char. ID
Space	032	
!	033	035/0
$	036	067/0
%	037	070/0
&	038	027/0
'	039	080/0
(	040	087/0
)	041	088/0
*	042	091/0
,	044	075/0
-	045	096/0
.	046	074/0
/	047	086/0
0	048	065/0
1	049	056/0
2	050	057/0
3	051	058/0
4	052	059/0
5	053	060/0
6	054	061/0
7	055	062/0
8	056	063/0
9	057	064/0
:	058	076/0
;	059	077/0
" (Open Quotes)	060	079/0
" (Close Quotes)	062	081/0
?	063	084/0
A	065	001/0
B	066	002/0

Table 12-1. Standard Character Placement Codes (Cont.)

Character	Keyboard	Master Font Char. ID
C	067	003/0
D	068	004/0
E	069	005/0
F	070	006/0
G	071	007/0
H	072	008/0
I	073	009/0
J	074	010/0
K	075	011/0
L	076	012/0
M	077	013/0
N	078	014/0
O	079	015/0
P	080	016/0
Q	081	017/0
R	082	018/0
S	083	019/0
T	084	020/0
U	085	021/0
V	086	022/0
W	087	023/0
X	088	024/0
Y	089	025/0
Z	090	026/0
a	097	028/0
b	098	029/0
c	099	030/0
d	100	031/0
e	101	032/0
f	102	033/0
g	103	034/0
h	104	035/0
i	105	036/0
j	106	037/0
k	107	038/0
l	108	039/0
m	109	040/0

Table 12-1. Standard Character Placement Codes (Cont.)

Character	Keyboard	Master Font Char. ID
n	110	041/0
o	111	042/0
p	112	043/0
q	113	044/0
r	114	045/0
s	115	046/0
t	116	047/0
u	117	048/0
v	118	049/0
w	119	050/0
x	120	051/0
y	121	052/0
z	122	053/0

Table 12-2. International Character Placement Codes

Character	Keyboard ID	Master Font Char. ID
i	004	113/0
i	005	113/0
§	006	094/0
§	007	094/0
£	008	066/0
£	009	066/0
¢	010	068/0
¢	011	068/0
°	012	123/0
°	013	123/0
[	020	089/0
[	021	089/0
]	022	090/0
]	023	090/0
ˇ	024	119/0
ˇ	025	119/0
^	026	116/0
^	027	116/0
~	028	118/0

Table 12-2. International Character Placement Codes (Cont.)

Character	Keyboard ID	Master Font Char. ID
~	029	118/0
Ą	127	180/0
ą	128	186/0
Æ	129	099/0
æ	130	103/0
Ø	131	100/0
ø	132	104/0
Ę	133	181/0
ę	134	187/0
Y	135	958/0
Y	136	958/0
ч	137	952/0
ч	138	952/0
ı·	140	107/0
Œ	141	101/0
œ	142	105/0
`	145	115/0
`	146	115/0
´	147	114/0
´	148	114/0
Å	149	098/0
å	150	102/0
β	151	106/0
β	152	106/0
Đ	153	178/0
đ	154	182/0
ȷ	162	185/0
Ł	163	179/0
ł	164	183/0
L•L	165	188/0
l•l	166	189/0
¸	167	120/0
¸	168	120/0
¨	169	117/0
¨	170	117/0
<<	185	110/0
>>	187	111/0

Table 12-2. International Character Placement Codes (Cont.)

Character	Keyboard ID	Master Font Char. ID
¿	189	112/0
UC*	000 (Underline)	
UC	001 (Underline)	
UC	002 (Underline)	
UC	003 (Underline)	
UC	014	
UC	015	
UC	016	
UC	017	
UC	018	
UC	019	
UC	030	
UC	031	
UC	034	
UC	035	
UC	043	
UC	061	
UC	064	
UC	091	
UC	092	
UC	093	
UC	094	
UC	095	
UC	123	
UC	125	
UC	126	
UC	139	
UC	143	
UC	144	
UC	155	
UC	156	
UC	157	
UC	158	
UC	159	
UC	160	
UC	161	
UC	171	

Table 12-2. International Character Placement Codes (Cont.)

Character	Keyboard ID	Master Font Char. ID
UC	172	
UC	173	
UC	174	
UC	175	
UC	176	
UC	177	
UC	178	
UC	179	
UC	180	
UC	181	
UC	182	
UC	183	
UC	186	
UC	188	
UC	190	

* UC = Undefined Character (unused key)

NOTES

Certain master fonts contain similar versions of the same character. These characters also have quite similar master font character ID numbers, but with a slight distinction - a fourth digit. For example, in the font Geometric Slabserif 761 there are three versions of the letter "A". The master font character ID for the first "A" is 001. However, the second and third "A" versions include a fourth digit in their character ID numbers - 0011 and 0012, respectively. (DON'T CONFUSE THESE NUMBERS WITH ID'S 011 AND 012, RESPECTIVELY!! These are ID numbers for entirely different characters - the letters "K" and "L".)

When your creating a Character Placement Table for international characters, always include the Å character (master font character ID 098). This character is the tallest character in any international font and its presence in the font guarantees that every accent aligns properly with a character.

When you edit character placement tables, enter the fourth digit only when you want a second or third version of a character. Refer to the master font sheet supplied with your master font disks to obtain the correct ID numbers.

12.4.2 OPERATING PROCEDURES

To edit a character placement table, follow these steps.

1. Press "P" during display of the Font Utility Menu to view the Character Placement Table (Figure 12-8).

```
CHARACTER PLACEMENT TABLE 0          DRIVE: 0

Keyboard ID                        Master Font ID

   0                                     0
   1                                     0
   2                                     0
   3                                     0
   4                                     0
   5                                     0
   6                                     0
   7                                     0
   8                                     0
   9                                     0
   10                                    0
```

Figure 12-8. Character Placement Table

2. The keyboard ID numbers run in sequential order, ranging from 0 to 191. The first set, from 0 to 10, is now displayed.

To display keyboard IDs beyond 10, position the menu cursor in the keyboard ID position and type in the number you want. For example, enter 25 in the keyboard ID column, and IDs 26 through 35 automatically appear. (Or, to scroll the list, position the cursor on the last keyboard ID position and press ↓.)

3. To assign master font character ID numbers to the displayed keyboard IDs, move the cursor to the Master Font ID column.

   (To clear out all master font IDs to zero, press the ERASE key.)

4. Enter a master font character ID that corresponds to the character you want. Use Table 12-1 to match a master font character number to the keyboard ID.

   Whatever keyboard ID number appears to the left of a master font character ID indicates the keycap that will contain this character. (Remember - keyboard ID numbers stand for keycaps, and master font ID numbers stand for characters.)

5. Repeat Steps 2 through 4 for as many characters as you'd like to store under keycaps.

6. When you've finished editing the table, you must record it. Press the RCD key.

   System Response: Enter Table Number

7. Using either keypad, enter a number between 2 and 9. The table is recorded in the machine font directory of the currently selected disk drive.

8. To exit this utility function at any point, press CNTL to return to the Font Utility Menu display.

9. To read back a table, select Edit Character Placement Table (P) again, and press the READ key.

   System Response: Enter Table Number

10. Enter the table number that was used during recording. The Character Placement Table that you edited now appears.

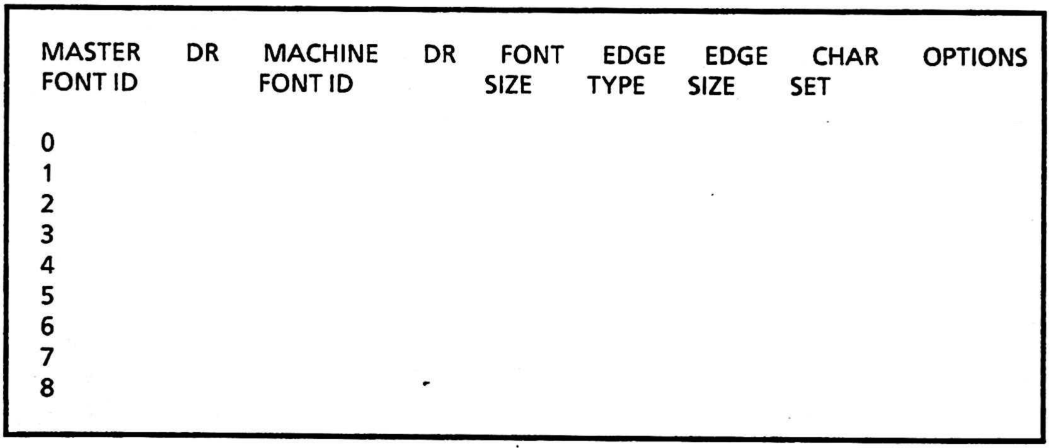
12.5 EDIT CONVERSION LIST

This function creates a list of master fonts to be converted. You select the master font, the desired size, and the edge type and size on each character of the font.

Each conversion list holds up to 100 fonts, which enables you to run font conversion overnight or for a period of time when you'll be away from the system.

Converting master fonts to machine fonts involves filling out a menu according to these steps:

1. Press "E" during display of the Font Utility Menu. The system responds with Figure 12-9.



```
MASTER    DR   MACHINE    DR   FONT   EDGE   EDGE   CHAR   OPTIONS
FONT ID        FONT ID         SIZE   TYPE   SIZE   SET

0
1
2
3
4
5
6
7
8
```

Figure 12-9. Font Conversion Menu

2. Using either keypad, enter the pre-assigned ID number of the first master font to be converted into a machine font. Then move the cursor to the first drive field ("DR").

   System Response: Enter Master Font Drive Number

3. Enter the number of the drive that contains the master font. Then move the cursor to the next field to the right.

   System Response: Enter Machine Font ID

4. Enter the ID number where the machine font will be stored on the disk. This number must be an unused ID number between 1 and 9999. Then move the cursor over to the second drive field.

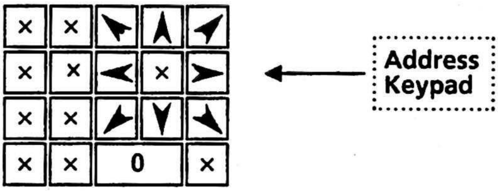
   System Response: Enter Machine Font Drive Number

5. Enter the number of the drive that contains the disk where the machine font will be stored. Then move the cursor to the FONT SIZE field.

   System Response: Enter Size of Machine Font (in Scanlines)

6. Enter the amount of scanlines that equals the size of the machine font. (This size must fall within each font's specifications, which varies from font to font. Refer to the character sheet supplied with each font for recommended scanline ranges. Certain fonts can lose portions of their characters if you select too small a font size.) Then press NEWLINE.

   System Response:



N: No Edge
B: Border
D: Drop Shadow
O: Offset
1: Lower Left
2: Straight Down
3: Lower Right
4: Left
6: Right
7: Upper Left
8: Straight Up
9: Upper Right

7. Select an edge type for the font by pressing one of the displayed letters (N, B, D, or O), followed by a number between 1 and 9 for the edge's direction. ("No Edge" and "Border" do not require a direction number. Just press "N" or "B".) Then, move the cursor to the EDGE SIZE field.

   System Response: Enter Edge Size (in Scanlines)

8. Edge sizes can range from 1 to 100 scanlines, depending upon the font style you're working on. Enter the number corresponding to the edge size. Move the cursor to the CHAR SET field.

   System Response: Enter Character Set
   0: Standard
   1: International
   2 - 9: User Defined

9. Enter the number that corresponds to the type of character table you've set up in the Edit Character Placement Function: 0 for standard; 1 for international; or 2 through 9 for "special" character sets. Then press NEWLINE to move to the next line down.

10. Repeat steps 2 through 9 if you want to convert any more master fonts to machine fonts. When you've made entries for as many fonts as you want, press the CNTL key to exit this function. The system then returns to the Font Utility Menu display.

11. To begin the conversion process, press "C", or to use the flicker-reduced conversion, press "F". (This function reduces character flicker in certain circumstances where great adjacent brightness differences occur). The system will start the conversion, and will continue until the process is completed.

NOTE

Character placement tables numbered 2 through 9 (user-defined tables) are read from the drive specified for the machine font.

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REFERENCE IN	House composite reference source, used to time the system to the rest of the studio's equipment.
PROMPTS	Provides menu prompts to a black-and-white video monitor. This output provides the operator with information about SCRIBE, and provides interactive menu selections for operation.
RED	Provides "RED" component output in systems fitted with RGB component video option.
GREEN	Provides "GREEN" component output in systems fitted with RGB component video option. Also, the component SYNC signal is incorporated into the GREEN output.
BLUE	Provides "BLUE" output in systems fitted with RGB component video option.
KEY	Provides a component key signal, timed to the RGB outputs.

2.5 SCRIBE PHYSICAL INSTALLATION

The SCRIBE mainframe is designed for rack-mount installation. The mainframe must be securely mounted in a standard 19" equipment rack. The mounting location must have adequate ventilation, and the location must be free of vibration. The SCRIBE mainframe is powered by 115 VAC/60 Hz and uses 8A. (optional: 230 VAC/50 Hz, 4A) Refer to Figure 2-1, SCRIBE Mainframe, Rear Panel.

The keyboard console is a table-top device that connects to the mainframe through a four-wire cable with locking connectors. The keyboard may be remoted up to 200 feet away from the mainframe, and additional keyboards may be added to the system if necessary. Each keyboard contains its own power supply, and is powered by 115 VAC/60 Hz, 1A. (optional: 230 VAC/50 Hz, 0.5A)

4.3.7 BLOCK MESSAGE MOVE

keycaps: CNTL M

Function Description

Block Message Move copies a block of messages from one ID number to another ID, or from one show directory to another directory. (A block is more than one consecutively numbered message.) Messages can be moved on the same disk or to another disk.

To execute Block Message Move:

1. Press CNTL M.

   System Response: BLOCK MESSAGE MOVE
   ENTER FIRST MESSAGE ID

2. Using the Address Keys, enter the ID number of the first message to be moved. Then press the ↵ (New Line) key.

   System Response: ENTER LAST MESSAGE ID

3. Using the Address Keys, enter the ID number of the last message to be moved. Press the ↵ key again. (All messages between the first and last entered ID numbers are included.)

   System Response: ENTER DESTINATION ID

4. Using the Address Keys, enter the ID number of where the block of messages will be moved to. (Default location is destination message ID number 1.) Press the ↵ key.

   System Response: ENTER DESTINATION SHOW
   DIRECTORY

5. Type in the show directory name where the block will be moved to. (Default directory is the current show directory.) To type in a new name, first press the ERASE key to erase a currently displayed name, and then type in the new name using the Alphanumeric Keys.

6. Press the ↵ key.

7. Select the drive number that contains the disk where the block will be moved to. (Default drive is currently selected disk drive.) Enter the drive number on the Address keys between 0 and 9, inclusive. (This drive can be any drive connected to the system, or any drive on another system that is connected through the network.)

   System Response:

```
FIRST SOURCE ID:                XXXX
LAST SOURCE ID:                 YYYY
FIRST DESTINATION               ZZZZ
DESTINATION SHOW DIRECTORY:     AAAAAAAA
DESTINATION DRIVE               B

            EXECUTE THE MOVE (Y-N):
```

8. All the values you've entered so far are displayed at this point. If they are correct, press the letter Y key. Or if any of the displayed values are incorrect, press the letter N key. The program returns to the ENTER FIRST MESSAGE ID prompt. Press the ↵ key to redisplay each entry and try again. Now press the letter Y key at the EXECUTE THE MOVE (Y-N) prompt.

   System Response: BLOCK MESSAGE MOVE
   IN PROGRESS

9. The LEDs in the Address Readout display the ID numbers that are being moved sequentially.

10. Press CNTL to exit. If you press CNTL before completion, then only the messages up to that point are moved.

Notes

Messages are moved in an ascending order. If the first message ID number is greater than the last number, the system still moves messages from the first to the last entered number, (i.e., 9998, 9999, 0000, 0001, 0002).

Be careful that a block of messages does not overwrite messages already at the destination ID. If a block is moved onto existing messages, the old messages are deleted to make room for the new messages. Each message is moved one at a time, which gives you the opportunity to interrupt the Block Message Move process before the existing messages are overwritten. Press CNTL to interrupt the function and select another destination ID number.

4.3. 8 SLOW REVEAL

Keycap: SLOW REVL

Function Description

Slow Reveal displays recorded text messages one character at a time, from left to right in a typewriter-like effect. You select the speed that the message reads out from 10 choices.

To operate Slow Reveal:

1. Using the Cursor [→] or Cursor [←] keys, position the cursor on the line where the recorded message will appear.

2. Enter the message's ID number on the Address Keypad.

   System Response: SLOW REVEAL - SPEED X

3. Using the Address Keys, select the speed that the message will read out at. The speeds range from 0 through 9, inclusive, with 9 as the fastest and 1 as the slowest.

4. Press the SLOW REVL key.

   System Response: The text message reads out in a Slow Reveal at the speed you've chosen.

5. At any point during the Slow Reveal, you can change the speed by pressing another one of the Address Keys. (Also, pressing 0 "pauses" a message until you select another speed.)

Prompts

SLOW REVEAL - SPEED X - Informs you that the Slow Reveal function has been properly selected, where X is equal to the speed you choose to display the message.

4.3. 9 CRAWL

Keycap: CRAWL

Function Description

To be supplied

Items that can appear in the "Data" column are: Roll speeds, ranging from 1 to 9; Pause lengths, in frames per second; and message numbers of pages that are to be rolled (to save time, and/or keystrokes, you can roll consecutive messages by entering the starting message, a dash (-), and the ending message. See Step 3, below.). (NOTE: Pause steps operate on the following message, meaning that if you insert a pause, it "pauses" after the next roll page rolls up to Scanline #1.)

To move around on the Roll Control Message page, use the cursor keys. To delete or insert a row, use the DEL ROW or INS ROW keys. To erase the Roll Control Message, press ERASE.

The following procedure assumes that you want to roll messages 1, 2, 3, 5, and 10, with pauses and speed changes.

2. Press S (for "speed"), then enter 4 (for roll Speed 4). Press NEWLINE.

   System Response: (step) (command) (data)

   0 SPEED 4

3. Press the ROLL key, then enter 1 - 3 (to roll messages #1, #2, and #3). Press NEWLINE.

   System Response: 1 ROLL 1 - 3

4. Press P (for pause), then enter 30 (for 30 frames of pause, or one second). Press the NEWLINE key.

   System Response: 2 PAUSE 30

5. Press ROLL, then enter 5 (for message #5). Press NEWLINE.

   System Response: 3 ROLL 5

6. Press S (for speed), and enter 9 (for roll speed 9). Press NEWLINE.

   System Response: 4 SPEED 9

4.3.11 BLOCK MESSAGE DELETE

Keycaps: CNTL DEL MSG

Function Description

This function deletes a group of recorded messages from a directory, rather than deleting just one message at a time. A block is more than one consecutively numbered message.

To execute Block Message Delete function:

1. Press CNTL DEL MSG.

   System Response: BLOCK MESSAGE DELETE
   ENTER FIRST MESSAGE ID

2. Using the Address Keys, enter the ID number of the first message to be deleted. Press (New Line) key.

   System Response: ENTER LAST MESSAGE ID

3. Using the Address Keys, enter the ID number of the last message to be deleted. Press the key. The ID numbers of the first and last messages that you entered are now displayed.

   System Response: DELETE MESSAGE XXXX
   THRU YYYY? (Y-N)

4. Press the letter N key and the program returns to the ENTER FIRST MESSAGE ID prompt. Or press the letter Y key to begin Block Message Delete.

   System Response: BLOCK DELETE IN PROGRESS

5. The LEDs display the message ID numbers as they are being deleted from the disk.

6. Press CNTL to exit. If you press CNTL before completion, then only the messages up to that point are deleted.

Note

Messages are deleted in an ascending order. If the first message ID number is greater than the last number, the system still deletes messages from the first to the last entered number (i.e., 9998, 9999, 0000, 0001, 0002).

SCRIBE FUNCTION KEYS

The function keys F1-5 and [shift] F1-5 are soft keys that can be used as set ups for pages, edit functions and limited reveals. The usage is almost unlimited since you can record each set of ten soft keys.

Each soft key contains 99 keystrokes. That is for each key on the keyboard equals a keystroke. To place your information into a particular F key press the [CTRL] and ONE [F] key. You will see a list similiar to this:

```
STEP      KEYSTROKE

 0
 1
 2
 3
 4
 .
 .
 .
 .
etc.
99
```

To enter a keystroke press the [>] key and then press the key you want to start with. Remember you only can go 99 keystrokes per [F] key. If you make a mistake and you want to get rid of an entry, bring the cursor over so that it covers the step number by hit the [<] key. Once you have located the bad keystroke you can delete it by pressing the [DEL ROW] key. If you wish to insert a keystroke, locate the keystroke were you wish to put the new keystroke and press the [INSRT ROW] key. This drops all the keystrokes down one keystroke. If you have 99 keystrokes and you insert another keystroke it will delete step 99.

To get out of the [F] key edit function bring the cursor to the step number line and press the [CNTRL] key. this will bring you back to message compose menu. To Record the function keys into memory, go to a blank page and press [CTRL] and the [RCRD] keys. Then press the "F" key.

You can loop the function keys together but only if it is the last step of a particular [F] key. For example, you want to loop F1 to F3 to F2 and then back to F1. The last step for F1 would be [F3]. The last step of F3 would be [F2] and the last step of F2 would be [F1]. Then by pressing [F1] the functions will loop to F3, F2 and back to F1.

SCRIBE SOFTWARE HIGHLIGHTS

Release Date: September 11, 1986

The following list describes some of the noteworthy additions to your standard Scribe Software Package.

Operating System

To provide better service for your equipment, we have added to the basic operating system the ability to automatically log any system problems that may occur. In the System Error Log Directory that resides on Drive 0, all disk errors and miscellaneous errors are automatically recorded when they occur. Each entry is stamped with the date and time that the error occurred, along with the error codes. Ninety-nine of the most recent errors are logged, with any new errors replacing the oldest errors. The contents of the log can be viewed using the Disk Utility Program and selecting the Display System Error Log Directory function.

Also added is Font Memory Parity Error Detection which displays the address of the error along with the memory chip location on the font memory board that caused the parity error.

Message Compose

All standard functions and features have been completed. The latest additions include Roll, Crawl, Slow Reveal and Flash.

The General Purpose Interface (GPI) has been added. This causes the steps under Function Keys 9 and 10 to execute, depending upon the state of an external contact closure.

The Subpalette modification was added to Palette Select for use when multi-color characters become available in the future. Also added to Palette Select Mode is the capablity to enter numerical RGB values directly into palette locations.

Disk Utility

Added All the Display and Print functions for files such as Machine Font files, Master Font files, Program files and Message files.

Also added is the ability to copy the System Error Log Directory from one drive to another.

The Disk Initialization process will automatically record the date the disk was formatted and initialized in the disk header. Up to now, this date had always been fixed at 01/16/86.

Font Create Utility

All the Edging modes were added to the Font Create process. These include border, drop shadow and offset.

The Font Create process will now automatically size its internal word areas to fit the size of available font memory in the system. There are cases when certain more complex fonts (sizes above 300 scanlines) will not have their entire characters converted to machine fonts. Additional font memory is provided to allow these characters to process.

When machine fonts are displayed during any list function, the displayed font size includes only the body of a characer, not its edge size. Previously, the displayed font size did include the edge size during a list function.

CHYRON SCRIBE Key Code Assignments

CODE(dec)	KEY OR KEY KEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
000	RESERVED FOR UNDERLINE		
001	RESERVED FOR UNDERLINE		
002	RESERVED FOR UNDERLINE		
003	RESERVED FOR UNDERLINE		
004	ALT "1" ($31)		113
005	ALT "1" ($21) shifted		113
006	ALT "2" ($32)		094
007	ALT "2" ($40) shifted		094
008	ALT "3" ($33)		066
009	ALT "3" ($23) shifted		066
010	ALT "4" ($34)		068
011	ALT "4" ($24) shifted		068
012	ALT "5" ($35)		123
013	ALT "5" ($25) shifted		123
014	ALT "6" ($36)		
015	ALT "6" ($27) shifted		
016	ALT "7" ($37)		
017	ALT "7" ($26) shifted		
018	ALT "8" ($38)		
019	ALT "8" ($2A) shifted		
020	ALT "9" ($39)		089
021	ALT "9" ($28) shifted		089
022	ALT "0" ($30)		090
023	ALT "0" ($29) shifted		090
024	ALT ($2D)		119 accen
025	ALT ($5F) shifted		119 accen
026	ALT ($3D)		116 accen
027	ALT ($2B)		116 accen
028	ALT ($5E)		118 accen
029	ALT ($7E)		118 accen
030	ALT "Q" ($51) shifted		

CODE(dec)	KEY OR KEY SEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
031	ALT "a" ($71)		
032	SPACE		
033	! ($21)	085	
034	($22)		
035	($23)		
036	$ ($24)	067	
037	% ($25)	070	
038	& ($26)	027	
039	' ($27)	080	
040	(($28)	087	
041	) ($29)	083	
042	* ($2A)	091	
043	($2B)		
044	, ($2C)	075	
045	- ($2D)	096	
046	. ($2E)	074	
047	/ ($2F)	086	
048	0 ($30)	065	
049	1 ($31)	056	
050	2 ($32)	057	
051	3 ($33)	058	
052	4 ($34)	059	
053	5 ($35)	060	
054	6 ($36)	061	
055	7 ($37)	062	
056	8 ($38)	063	
057	9 ($39)	064	
058	: ($3A)	076	
059	; ($3B)	077	
060	" ($3C)	079	

CODE(dec)	KEY OR KEY KEQUENCE		BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
061		($3D)		
062	"	($3E)	031	
063	?	($3F)	084	
064		($40)		
065	A	($41)	001	
066	B	($42)	002	
067	C	($43)	003	
068	D	($44)	004	
069	E	($45)	005	
070	F	($46)	006	
071	G	($47)	007	
072	H	($48)	008	
073	I	($49)	009	
074	J	($4A)	010	
075	K	($4B)	011	
076	L	($4C)	012	
077	M	($4D)	013	
078	N	($4E)	014	
079	O	($4F)	015	
080	P	($50)	016	
081	Q	($51)	017	
082	R	($52)	018	
083	S	($53)	019	
084	T	($54)	020	
085	U	($55)	021	
086	V	($56)	022	
087	W	($57)	023	
088	X	($58)	024	
089	Y	($59)	025	
090	Z	($5A)	026	

CODE(dec)	KEY OR KEY KEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
091	($5B)		
092	($5C)		
093	($5D)		
094	($5E)		
095	($5F)		
096	no key ($60)		
097	a ($61)	028	
098	b ($62)	029	
099	c ($63)	030	
100	d ($64)	031	
101	e ($65)	032	
102	f ($66)	033	
103	g ($67)	034	
104	h ($68)	035	
105	i ($69)	036	
106	j ($6A)	037	
107	k ($6B)	038	
108	l ($6C)	039	
109	m ($6D)	040	
110	n ($6E)	041	
111	o ($6F)	042	
112	p ($70)	043	
113	q ($71)	044	
114	r ($72)	045	
115	s ($73)	046	
116	t ($74)	047	
117	u ($75)	048	
118	v ($76)	049	
119	w ($77)	050	
120	x ($78)	051	

CODE(dec)	KEY OR KEY KEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
121	y ($79)	052	
122	z ($7A)	053	
123	($7B)		
124	no key ($7C)		
125	($7D)		
126	($7E)		
127	ALT "W" ($57) shifted		180
128	ALT "w" ($77)		186
129	ALT "E" ($45) shifted		099
130	ALT "e" ($65)		103
131	ALT "R" ($52) shifted		100
132	ALT "r" ($72)		104
133	ALT "T" ($54) shifted		181
134	ALT "t" ($74)		187
135	ALT "Y" ($59) shifted		958
136	ALT "y" ($79)		958
137	ALT "U" ($55) shifted		952
138	ALT "u" ($75)		952
139	ALT "I" ($49) shifted		
140	ALT "i" ($69)		107
141	ALT "O" ($4F) shifted		101
142	ALT "o" ($6F)		105
143	ALT "P" ($50) shifted		
144	ALT "p" ($70)		
145	ALT ($7B) shifted		115 accen
146	ALT ($5B)		115 accen
147	ALT ($7D) shifted		114 accen
148	ALT ($5D)		114 accen
149	ALT "A" ($41) shifted		098
150	ALT "a" ($61)		102

CODE(dec)	KEY OR KEY KEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
151	ALT "S" ($53) shifted		106
152	ALT "s" ($73)		106
153	ALT "D" ($44) shifted		178
154	ALT "d" ($64)		182
155	ALT "F" ($46) shifted		
156	ALT "f" ($66)		
157	ALT "G" ($47) shifted		
158	ALT "g" ($67)		
159	ALT "h" ($48) shifted		
160	ALT "h" ($68)		
161	ALT "J" ($4A) shifted		
162	ALT "j" ($6A)		185
163	ALT "K" ($4B) shifted		179
164	ALT "k" ($6B)		183
165	ALT "L" ($4C) shifted		188
166	ALT "l" ($6C)		189
167	ALT ":" ($3A) shifted		120 accen
168	ALT ";" ($3B)		120 accen
169	ALT ($22) shifted		117 accen
170	ALT ($5C)		117 accen
171	ALT "Z" ($5A) shifted		
172	ALT "z" ($7A)		
173	ALT "X" ($58) shifted		
174	ALT "x" ($78)		
175	ALT "C" ($43) shifted		
176	ALT "c" ($63)		
177	ALT "V" ($56) shifted		
178	ALT "v" ($76)		
179	ALT "B" ($42) shifted		
180	ALT "b" ($62)		

CODE(dec)	KEY OR KEY KEQUENCE	BITSTREAM CODE STANDARD FONT	BITSTREAM CODE INTERNATIONAL FON
181	ALT "N" ($4E) shifted		
182	ALT "n" ($6E)		
183	ALT "M" ($4D) shifted		
184	ALT "m" ($6D)		
185	ALT '"' ($3C) shifted		110
186	ALT "," ($2C)		
187	ALT '"' ($3E) shifted		111
188	ALT "." ($2E)		
189	ALT "?" ($3F) shifted		112
190	ALT "/" ($2F)		